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Discover the features that make Dreamweaver the Web editor chosen by experts

WORKING WITH DREAMWEAVER
Find out how to create the best-looking Web pages quickly and easily

FULL MX REVIEW
We unveil the features of Macromedia's latest release, Dreamweaver MX

ADVICE p10
Q & A p78
REVIEWS p95

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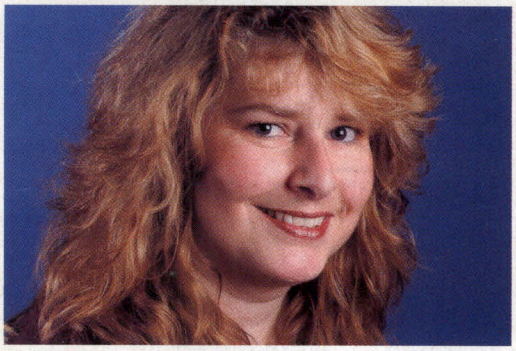
Practical Web Pages exposes all you need to know about *Dreamweaver* providing easy-to-follow tutorials so that you can make great Web sites

Welcome to the best of Dreamweaver



Lynda Burgess,
Managing Editor

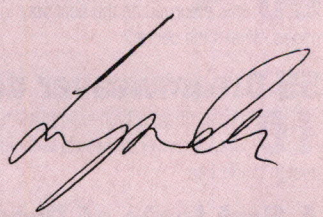
Dreamweaver makes Web building easy. **Practical Web Pages** provides everything you need to try it yourself and discover how straightforward, versatile and adaptable it is, even if you're using it to build your first Web site.

I started building Web pages in 1996. It was like learning to write all over again. I had taken over a commercial contract and needed to hit the ground running. There were a confusing few weeks when I didn't really know what I was doing, but the learning curve was steep and rapid and within an extremely short space of time I was writing code like a pro. In those days, we hard coded by hand – HTML on a notepad. There were a couple of WYSIWYG editors around, but serious designers would rather resign than use something that could make their lives easier – we were all fools and very quickly discovered that the ease and versatility offered by off-the-shelf solutions helped us to use our time more effectively. Creative Web building packages like Macromedia's *Dreamweaver* have made the Web designer's role so much easier. They take out all the hard work, leaving you free to be creative and inspired. So, designers have learnt that lesson and *Dreamweaver* is now considered the designer's preferred Web editor.

Funny thing though. People tend to think that if designers use it, it must be complicated. Truth is, designers use it because it's an intuitive piece of software that makes their lives easier and it now fits around a suite of Web creation tools that in combination, provide the ammo to create really cool Web pages.

Dreamweaver isn't just there for the designer. It's there for everyone who wants to create their own Web site and make a really good job of it. I appreciate though, that it should be a considered purchase – it's not cheap, but it is worth it.

So, to help you make the decision and find out for yourself whether it's really worth it, we've provided a selection of essential tutorials, background and reviews, along with demo software of both Macromedia's new release, *Dreamweaver MX*. Some of the tutorials in this issue were created in *Dreamweaver 4*, but they will all work with *Dreamweaver MX*. Add to this the wealth of creative add-ons on the CD and you can get to grips with *Dreamweaver* for yourself and see what you think of it. Anyone who wants to design Web pages should have a go with *Dreamweaver*. They'll soon discover how quickly they can learn to build professional-looking Web pages – just like a designer.



INSIDE THIS ISSUE

Discover the features of *Dreamweaver* that make it a cut above the rest

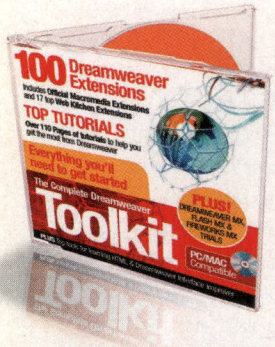
- Find your way around the interface and get to know the software. **Page 18**
- Learn how to create the best-looking Web pages. **Page 32**
- Tackle expert tutorials to create special effects. **Page 62**

- Find answers to your *Dreamweaver* questions. **Page 78**
- Familiarise yourself with the features of *Dreamweaver MX*. **Page 66**
- Discover how to use all the software on your packed CD. **Page 89**

ON YOUR CD

The **Practical Web Pages'** CD is crammed full of useful turorials, extensions and additional software that will give you an unforgettable experience using *Dreamweaver*.

- Tutorials
- Flash MX (trial)
- Fireworks (trial)
- Servers
- Trials
- Extensions

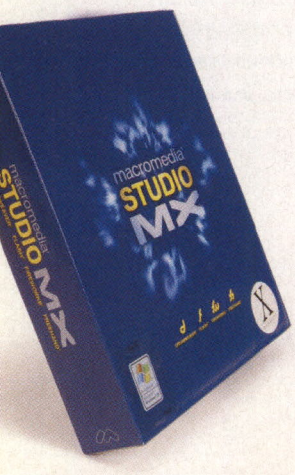


Win!

WIN A COPY OF MACROMEDIA'S **STUDIO MX**

Practical Web Pages has two copies of Macromedia's full Web solution Studio MX, which includes Dreamweaver MX, Flash MX and Fireworks' MX for you to win

SEE PAGE 16



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20 Get ready to explore the most powerful and versatile way to create, edit and manage your Web site

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28 It's time to add pages. it's easy to introduce different elements and style them the way you want

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Web integration: workflow
42 *Dreamweaver* makes it easy to collaborate on a Web project without losing track of who's doing what

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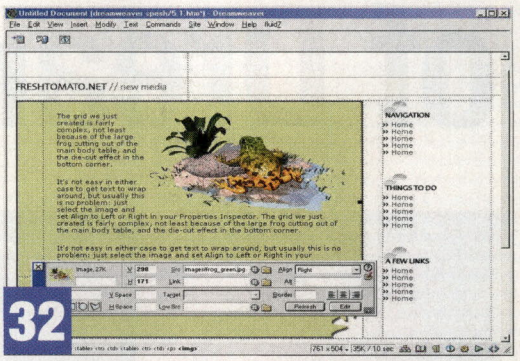
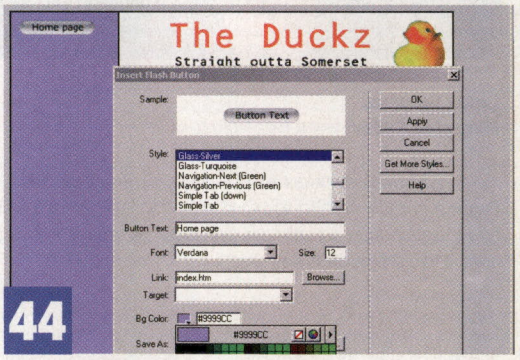
72 After you've read about the all-new *Dreamweaver*, it's your chance to try it out with this MX specific project



Layout and page design

Surprise yourself at the layout you can produce with a little clever planning



Using Flash buttons

Creat stunning visual effects for your pages using *Flash* to make interactive buttons that react to a mouseover action

ALL ABOUT Dreamweaver

Dreamweaver and you
06 As the Web has grown to become a giant, one program has emerged as the best way to make your own Web pages. What's the secret?

55 Dreamweaver design tips
10 Polish up your Web-editing skills, get the inside track on *Dreamweaver* tricks and techniques, and learn essential design guidelines

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18 You can't use Dreamweaver effectively until you've learned about its various tools – fortunately it doesn't take too long

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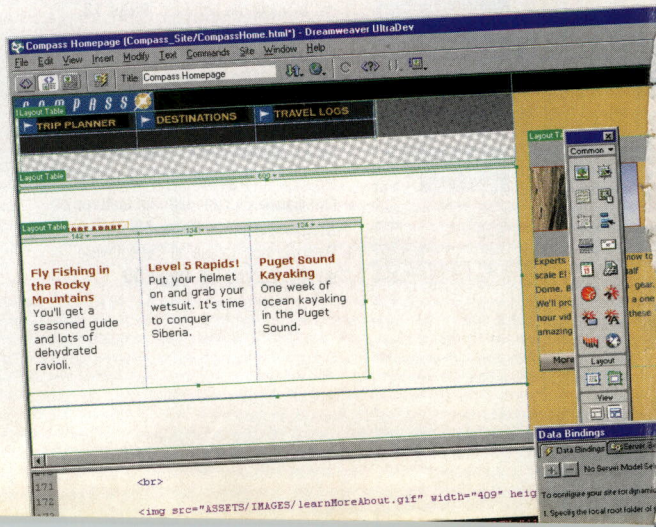
62 The secrets of the biggest Web sites in the world are now yours – harness the power of databases to create intelligent Web pages


Compass Homepage [Compass_Site/CompassHome.html*] - Dreamweaver UltraDev
TRIP PLANNER
DESTINATIONS
TRAVEL LOGS
Fly Fishing in the Rocky Mountains
You'll get a seasoned guide and lots of dehydrated ravioli.
Level 5 Rapids!
Put your helmet on and grab your wetsuit. It's time to conquer Siberia.
Puget Sound Kayaking
One week of ocean kayaking in the Puget Sound.
Data Bindings

Adventures in South America
Home
What's new?
Use this clickable map and the itinerary (right) find your way around
FRESHTOMATO.NET // new media
Blah blah blah here's all of that introductionary info about this and that. Blah blah blah here's the introductionary info about this and that.
Welcome to our site, have a play with Mr. Eggplant!
Layout
View

Dreamweaver Essentials

There's still some essential information about *Dreamweaver* you'll need to make sure that you'r 100% up to speed

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Answers to the questions that tax *Dreamweaver* users

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Take a break from creating Web sites and look at someone elses'

PAGE 95
Dreamweaver books
Extend your *Dreamweaver* knowledge with these books

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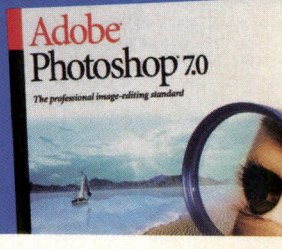
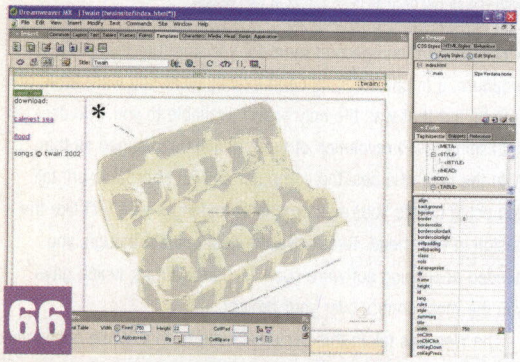
Profile
Top designer Anick le Cerf shares her inspiration

Look out for the Photoshop Special issue of Practical Web Pages
ON SALE 24TH OCTOBER 2002

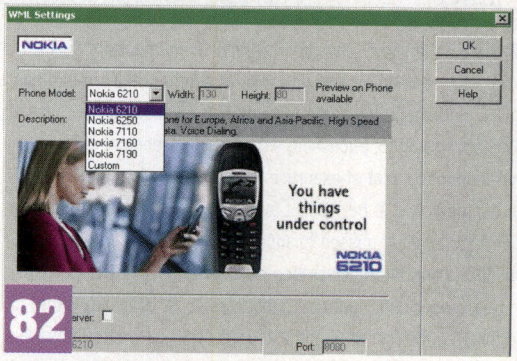


50 PAGES OF EASY-TO-FOLLOW Tutorials



Introducing Dreamweaver MX

The latest release of *Dreamweaver* brings in new tools, a new look and a powerful way to integrate databases into your site – perhaps it's time for you to consider an upgrade

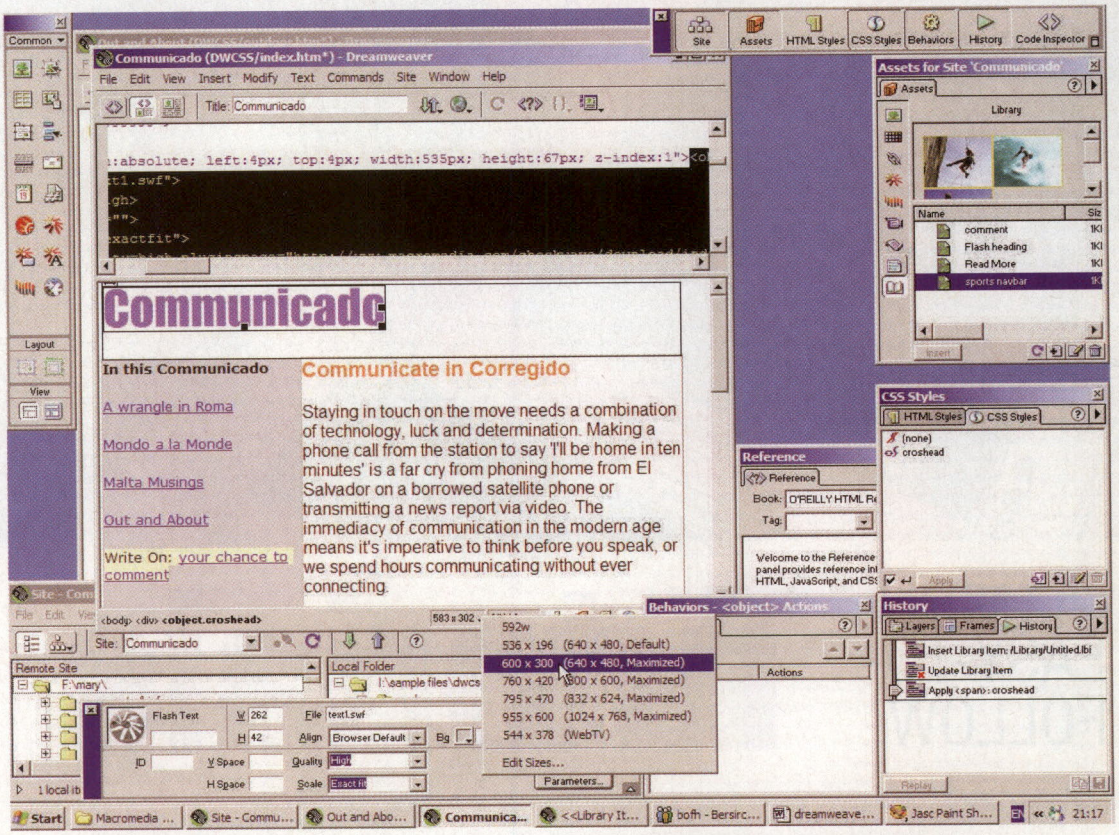


Extensions for Dreamweaver

There are hundreds of add-ons to extend *Dreamweaver's* capabilities and make it an incredibly versatile package – here's a selection of the best. Have a go at using them **page 84**

As the Web has grown to become a giant, one program has emerged as the best way to make your own Web pages. What's its secret?

Dreamweaver and you


Communicado (DWCSS/index.htm*) - Dreamweaver
File Edit View Insert Modify Text Commands Site Window Help
Communicado
In this Communicado
A wrangle in Roma
Mondo a la Monde
Malta Musings
Out and About
Write On: your chance to comment
Communicate in Corregido
Staying in touch on the move needs a combination of technology, luck and determination. Making a phone call from the station to say 'I'll be home in ten minutes' is a far cry from phoning home from El Salvador on a borrowed satellite phone or transmitting a news report via video. The immediacy of communication in the modern age means it's imperative to think before you speak, or we spend hours communicating without ever connecting.
Assets for Site 'Communicado'
CSS Styles
Reference
History
Behaviors - <object> Actions

Dreamweaver **contains everything you need to make your own Web pages, and grows with you as you become more expert at Web design.**

PRACTICAL WEB TIP

Do I need to be a designer

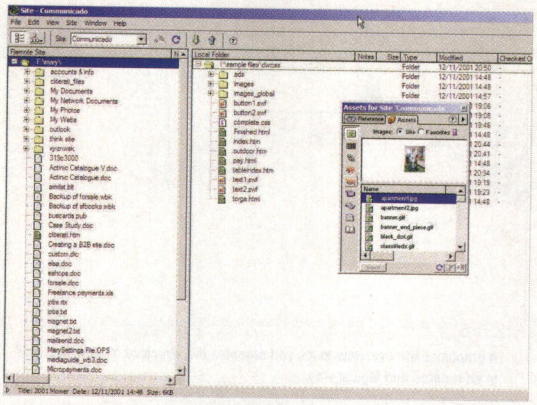
No. Web editing software comes with templates which you can customise. But if you want to learn more, look at the Web sites you like and think about the colours and designs that they use.

To understand why *Dreamweaver* is so important for the future of Web sites, let's look at another medium that has undergone the same revolution the Web is now witness to. 20 years ago or so, publishing was a highly technical endeavour that demanded a lot of expertise to get into. Every piece of text, for example, had to be typeset to render it in the correct typeface, the material being passed to someone who had taken extensive training to operate a typesetting machine.

Newspaper and magazine publishers could obviously afford to do this, but the rest of us felt excluded. Say you wanted to have a brochure published. You would take your ideas to a print shop, which would then interpret them for you and turn them into your brochure. It might not have been exactly what you were after, of course, but that was the only option available to you. The desktop publishing (DTP) revolution of the mid-1980s changed all that. With the help of a desktop computer and an affordable printer, you could create your own brochure, making it look just like the design in your head. To achieve the best results, though, you needed publishing software such as *QuarkXPress*, which gave you the most control over your project.

The Web has taken this DIY ethic even further. While publishing anything on paper, from a brochure to a magazine, is still

SEE ALSO Find out how you can make Web sites that update themselves in "Creating dynamic Web sites", **page 62**
Discover what the new version of Dreamweaver can do for you in "Introducing *Dreamweaver MX*", **page 66**



Powerful site management tools help you organise your files and synchronise the development site on your hard with your Web server.

expensive, it can be very cheap to publish your thoughts or company information on the Web. The rule of owning good publishing software still applies, however, and that's where *Dreamweaver* comes in.

Kick-starting the Web

The early days of the Web were a lot like magazine publishing before DTP. You could come up with a great idea for a site, only to confront a big technical learning curve if you were to actually publish the project. The problem was HTML (Hyper Text Markup Language), the code used to describe the format your text would take and where headlines and images would appear on your page. The first Web publishing programs demanded that you insert all the required HTML tags by hand, typing them in exactly the right spot among your text. Even for people who were used to most things a computer would throw at them, you might as well have asked them to operate a typesetting machine.

Soon enough, though, we saw a new generation of Web publishing programs that let you position text on the page visually, or actually see what size your heading was rather than interpret an HTML tag. *Dreamweaver* wasn't the first of these 'what you see is what you get' Web programs, but it was the best, offering a range of smart features that freed people to create truly sophisticated Web sites. Even now, when rival programs have improved tremendously and competition for your loyalty is fierce, *Dreamweaver* is still considered number one.

You can build up lists of components you use regularly, helping you work more efficiently.

You could come up with a great site idea, only to confront a big technical learning curve if you were to actually publish it.

What you can do

Dreamweaver offers tools to help you create all kinds of Web site, from the simplest five-minute job to complex team projects, and whether it's just for fun or has millions of pounds of business riding on its success.

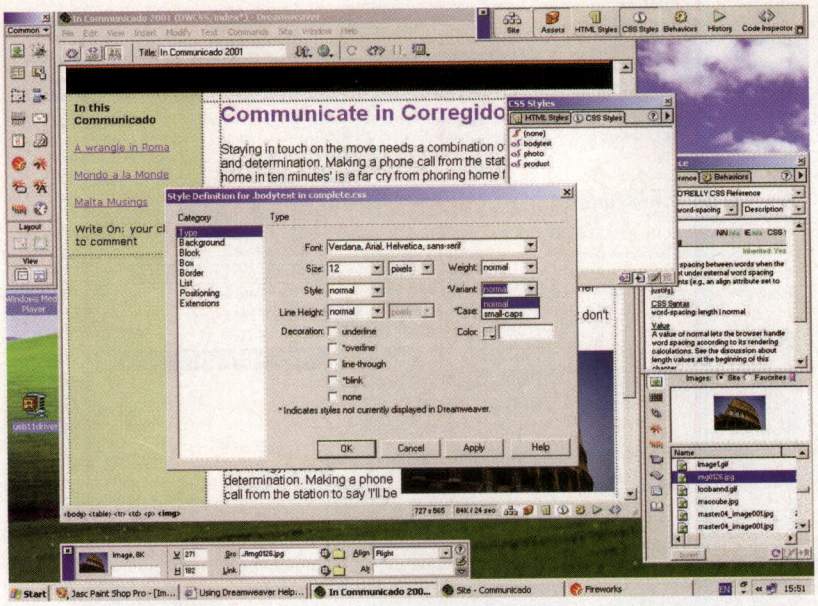
VISUAL LAYOUT TOOLS Every page you create in *Dreamweaver* benefits from the control you have over its look. You can position each design element where you want using systems such as tables or layers, each of which establishes rules for how the design is described in HTML. You can tailor text to your needs

THREE WAYS TO CREATE WEB PAGES IN DREAMWEAVER

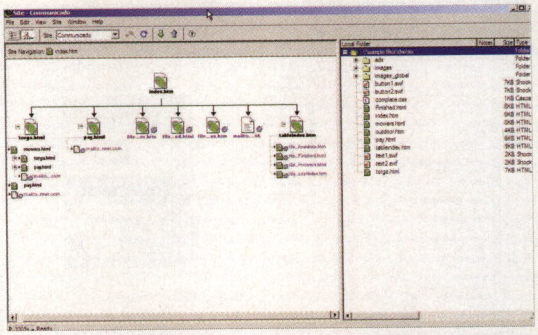
Frames were the first attempt to help Web page designers organise their content into sections. Taking what's become quite a primitive approach, frames are essentially self-contained mini Web pages that occupy the same browser window. Clicking a link in one frame typically changes the content in another.

Tables have taken over from frames as many designers' tool of choice for creating pages. The idea here is that you simply drop a grid or table into your page, and you can then add text and images to each cell within the table. You can merge individual cells together to create unusual arrangements from a standard table.

A layer is a container into which you can drop text and images. You can move layers around, place them on top of each other and hide layers as you experiment with your design. Browsers handle layer-based pages inconsistently, though, so many Web designers design with layers, then convert them to tables.



You can create set styles for your text to follow, making your site look more polished and consistent.



A graphical site overview helps you organise the structure of your Web site in an ordered and logical way.

with basic formatting tools or Cascading Style Sheets, which help you build a consistent look for different text elements across an entire site. And you can do all of this without knowing any of the HTML code tags that actually make up your pages.

VISUALLY RICH PAGES Web sites in *Dreamweaver* don't just have to be text and images. You can include animations or video clips, or design navigation systems that light up as your mouse moves across them. You can also add more polished material made with Macromedia's interactive content program *Flash*.

HANDS-ON *Dreamweaver* is geared towards helping you design pages visually, but it's also great for editing HTML code by hand. It can present any page as pure code, enabling you to edit tags by hand. There's a built-in reference handbook written by the respected technical publishing house O'Reilly.

The code *Dreamweaver* creates is designed to be 'clean', meeting the guidelines set out to ensure your pages look as consistent as possible across all the different browsers out there. It can also clean up code imported from other sources. If you prefer your code to be left alone, however, you can tell *Dreamweaver* to leave your work intact – an approach dubbed Roundtrip HTML.

WEB APPLICATIONS The cutting edge of Web publishing is the dynamic site, where pages change automatically as you update the raw material they rely on – always showing the latest headlines, for example. The new *Dreamweaver MX* offers a powerful way to build these versatile sites from scratch.

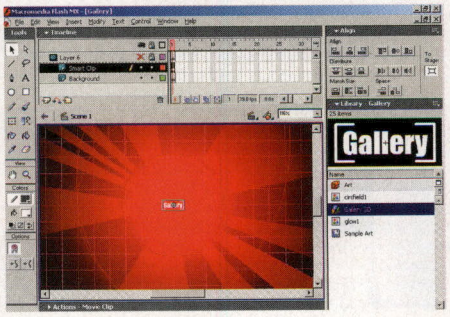
MANAGING YOUR SITE *Dreamweaver* helps you plan and manage a project smoothly. You can create templates for page designs you plan to use for a variety of purposes, and build up a library of HTML code fragments and other elements you use regularly, so you can drop them into a page any time. The site management tools give you a visual representation of how your site is organised and check all links to make sure the target pages are available. If you work in a team, it's easy for you to share the same files, then you can book out pages when you need to work on them and annotate documents with comments for colleagues.

READY TO ROLL Once you've created your pages, *Dreamweaver* can connect directly to your Web server and copy your material across, so that your Web site is published immediately. Once you've set up the location of your server, you can just click a button to connect whenever you like.

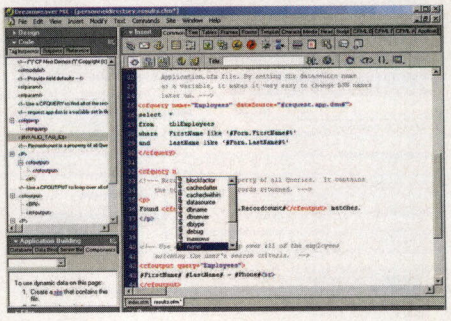
Dreamweaver *helps you keep pace with changing times while ensuring that you've wide compatibility in the present.*

DREAMWEAVER'S BEST FRIENDS

Fireworks is an image editor designed expressly to make graphics for the Web. You can save images in a highly compressed and efficient format, or automatically slice up larger images (which helps them load faster). You can also build animated navigation bars you can bring straight into *Dreamweaver*.



Flash is the creation tool for many of the semi-notorious animations that greet you on many design-conscious Web sites. It helps you build animated movies, but it can go further and produce sophisticated interactive elements that enrich any Web page. The vast majority of browsers can display Flash movies.

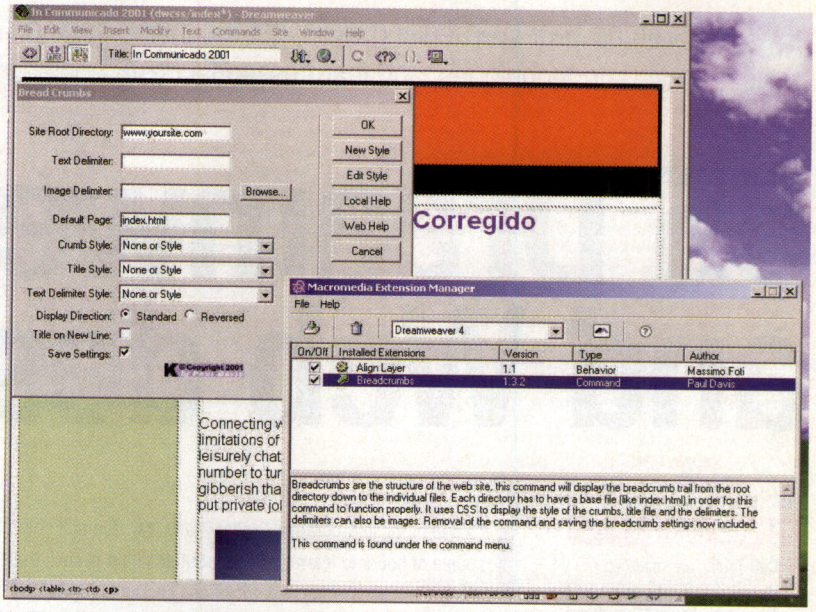


ColdFusion is a complex but powerful package that helps you make a Web server capable of delivering sophisticated interactive Web pages. You can use *Dreamweaver* to make pages with links to *ColdFusion* within them, which are then able to access live data and produce pages on the fly.

Dreamweaver generations

Dreamweaver is evolving as dramatically as the Web itself. The latest version to hit the shelves is *Dreamweaver MX*, one of a whole series of MX-branded programs expressly designed to create the world's most sophisticated Web sites. (See the "Dreamweaver's best friends" box for more MX packages.)

Dreamweaver MX hasn't been on sale all that long, so most users own either *Dreamweaver 4* or *UltraDev 4*, the two options that previously made up the *Dreamweaver* family. Both offer the accessible layout and site management tools that have cemented *Dreamweaver's* reputation as the leading Web publishing program; *UltraDev* offers additional tools for creating dynamic, database-driven Web sites – features that are included and improved upon in *Dreamweaver MX*, but for less money.


Bread Crumbs
Site Root Directory: www.yoursite.com
Text Delimiter:
Image Delimiter:
Browse...
Default Page: index.html
Crumb Style: None or Style
Title Style: None or Style
Text Delimiter Style: None or Style
Display Direction: Standard Reversed
Title on New Line:
Save Settings:
OK
New Style
Edit Style
Local Help
Web Help
Cancel
Corregido
Macromedia Extension Manager
File Help
Dreamweaver 4
On/Off
Installed Extensions
Version
Type
Author
Align Layer
1.1
Behavior
Massimo Foti
Breadcrumbs
1.3.2
Command
Paul Davis
Breadcrumbs are the structure of the web site, this command will display the breadcrumb trail from the root directory down to the individual files. Each directory has to have a base file (like index.html) in order for this command to function properly. It uses CSS to display the style of the crumbs, title file and the delimiters. The delimiters can also be images. Removal of the command and saving the breadcrumb settings now included.
This command is found under the command menu.

You can even add to *Dreamweaver's* tools with downloadable extensions that work within the program.

Supporting standards

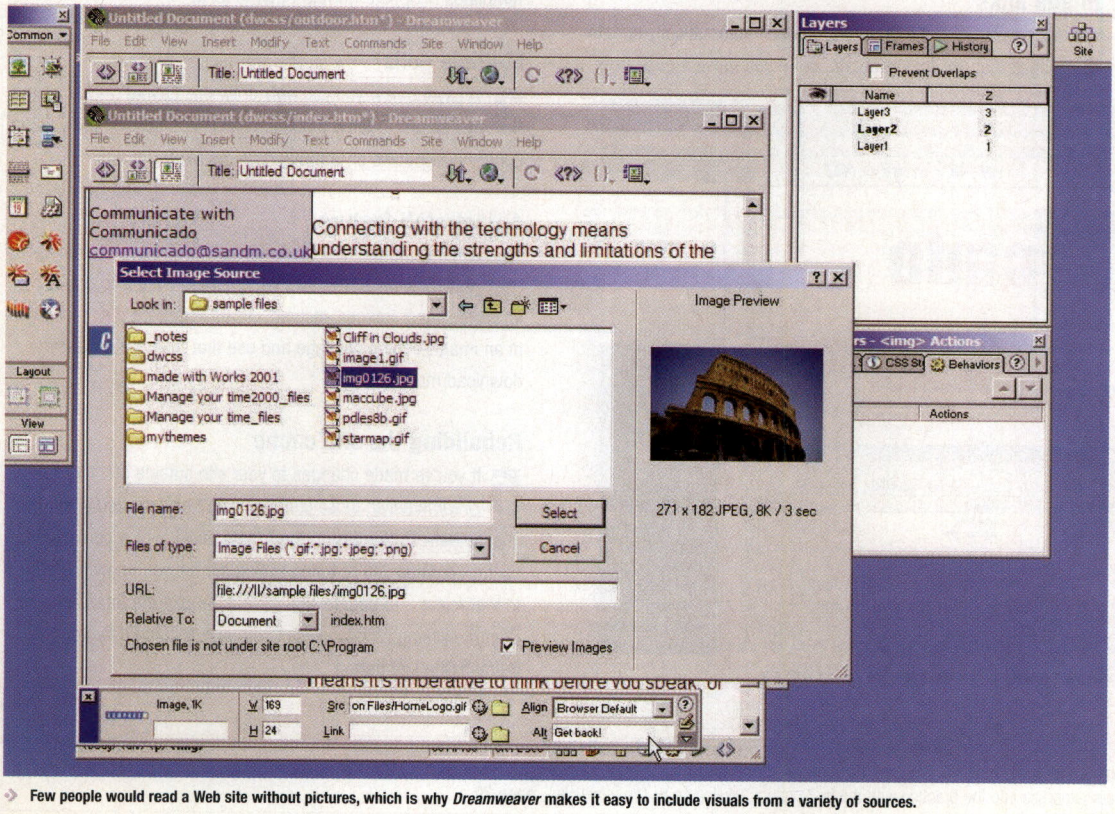
Because the Web is supposed to be open to anyone with a Web browser, standards have emerged so that you can create a Web page in the confidence most or all can read it. Life isn't quite that simple, of course, as the Web keeps evolving, but *Dreamweaver* helps you keep pace with changing times while ensuring wide compatibility in the present.

HTML HyperText Markup Language is the daddy of Web formats, the foundation on which all the others are based. It's unfortunately not the most versatile of options, but Dreamweaver helps you make the best of it, while continuing to integrate new HTML standards, both official and unofficial.

CSS Cascading Style Sheets offer a way for you to establish sets of rules for how different text elements, such as headlines, should look throughout your site.

JAVASCRIPT No relation to the Java programming language you've probably heard about, JavaScript takes a plain, dumb Web page and makes it intelligent. JavaScript helps you create pages that can react to your visitor's actions. The most famous example is the ubiquitous rollover graphic, which changes colour or shape when a mouse moves over it or clicks on it adding a subtle but creative element to your pages.

XHTML This is probably less familiar to you, but illustrates how Dreamweaver helps you look to the future. There's an emerging standard called XML, which many predict is the future not only of the Web but of all electronic documents. Dreamweaver's support for XHTML means you can create Web pages now that will be compatible with XML tomorrow.



Few people would read a Web site without pictures, which is why *Dreamweaver* makes it easy to include visuals from a variety of sources.

Polish up your Web-editing skills, get the inside track on Dreamweaver tricks and techniques, and learn essential design guidelines

55 Dreamweaver and Web design tips

JARGON BUSTER

- **Cell** Tables are made up of rows and columns which form cells. The cells are the separate boxes within a table into which you can drop text and images.
- **One-pixel GIF** If you create a one-pixel GIF, you can tile and repeat it to cover large areas but keeping the image size really tiny.

It's one of those programs: *Dreamweaver* can demand only a couple of hours to learn its basics, but its depth is such that you'll keep discovering new tricks and shortcuts for as long as you use it. The same is true of the Web itself: you'd think there wouldn't be much to creating a decent-looking and clear Web site, but the more you delve into it, the more your realise there's a real art at the core of Web design.

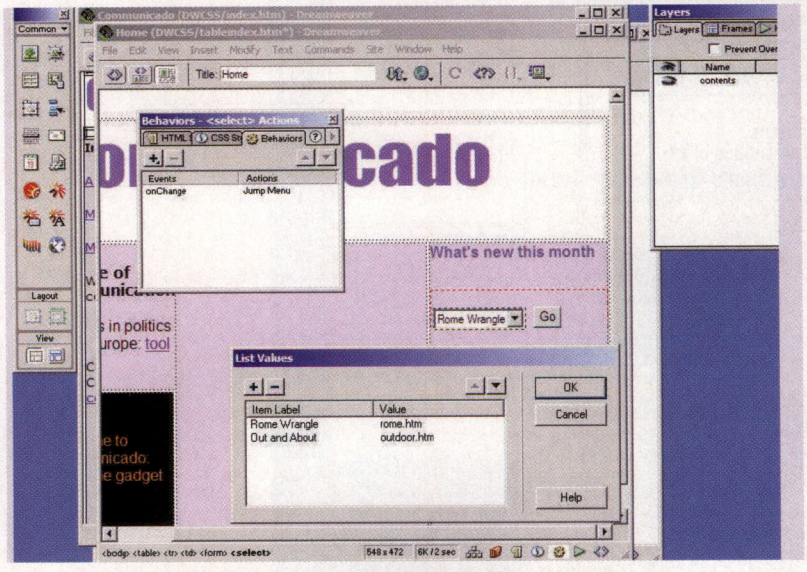
So we thought we'd cut to the chase and give away some of the secrets, ideas, techniques and guidelines that it's taken some of the professionals years to suss out.

Line break

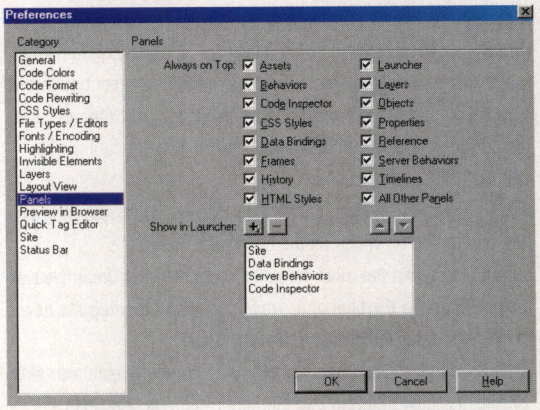
1 To insert a line break when editing text, hit Shift + Enter. Using Enter on its own starts a new paragraph. You can force *Dreamweaver* to place more than one space between characters using Control + Shift + Space.

Image links

2 When you amend a template, you can automatically update pages that use that template; but if you move a page from one folder to another, you may find that the image links and hyperlinks within it break. If this happens, go to Modify > Templates > Update Current Page to fix it.



Our tips will put you in top form for using *Dreamweaver* and designing the perfect Web site.



Take the time to study *Dreamweaver's* preferences: a short while spent refining the program could knock hours off your project schedule.

Multiple cells

3 In Layout view you can only draw one Layout **Cell** at a time by default. To draw multiple cells in one session, hold down Control in Windows or Command on the Mac.

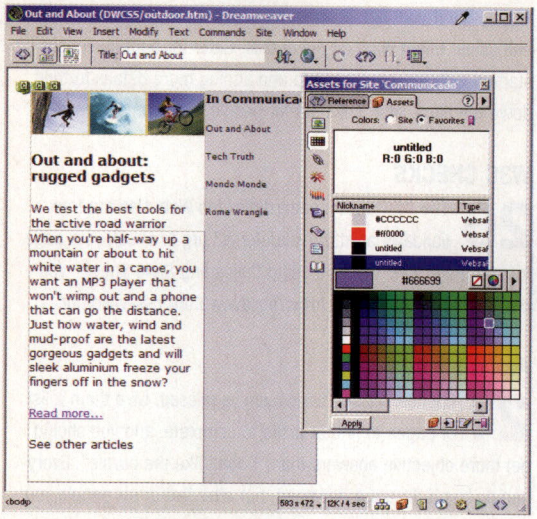
Autostretch feature

4 When using the Make Column Autostretch feature in Layout view, *Dreamweaver* asks whether you want it to create invisible spacer images. Instead, create your own **one-pixel GIF** in an image-editing package and use that to shave off a few download moments.

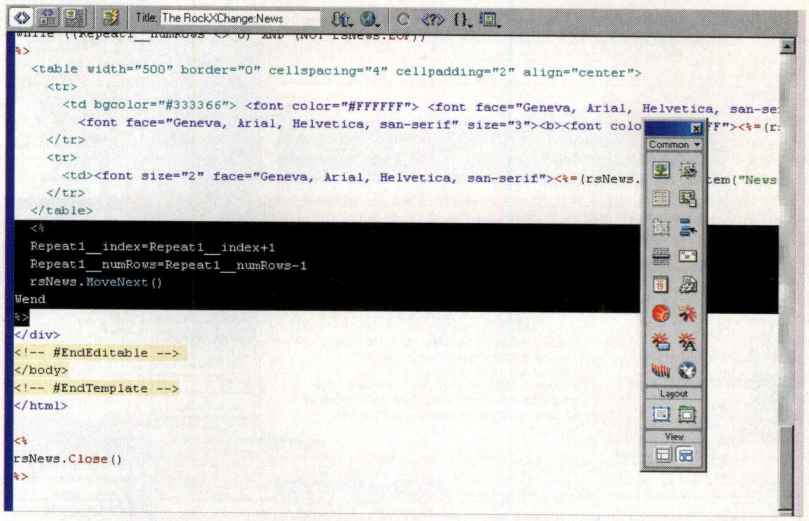
Rebuilding the site cache

5 If you've made changes to your site outside of *Dreamweaver*, those changes won't be reflected when you choose Refresh Site List in the Assets panel, which could cause confusion when you're trying to find the file you know you added to that folder... To update, you have to rebuild the Site Cache by Control-clicking (Windows) or Command-clicking (Mac) on the Refresh Site List button.

SEE ALSO Look out for more practical Web tips **throughout the magazine**
Start putting your expertise into the practice with the first project: "Welcome to *Dreamweaver*", **page 20**


Out and About (DWCSS/outdoor.htm) - Dreamweaver
File Edit View Insert Modify Text Commands Site Window Help
Out and about:
rugged gadgets
We test the best tools for the active road warrior
When you're half-way up a mountain or about to hit white water in a canoe, you want an MP3 player that won't wimp out and a phone that can go the distance. Just how water, wind and mud-proof are the latest gorgeous gadgets and will sleek aluminium freeze your fingers off in the snow?
Read more...
See other articles
Assets for Site 'Communicado'
untitled
R:0 G:0 B:0

There may loads of colours, but you don't need to use then all...



If the idea of learning HTML code seems too much, relax: *Dreamweaver* won't force you.

History steps

6 In the General tab under Edit > Preferences, you can enter any number you wish in the Maximum Number of History Steps section. To save on memory, we suggest that you lower the number of History steps available.

JavaScript reference

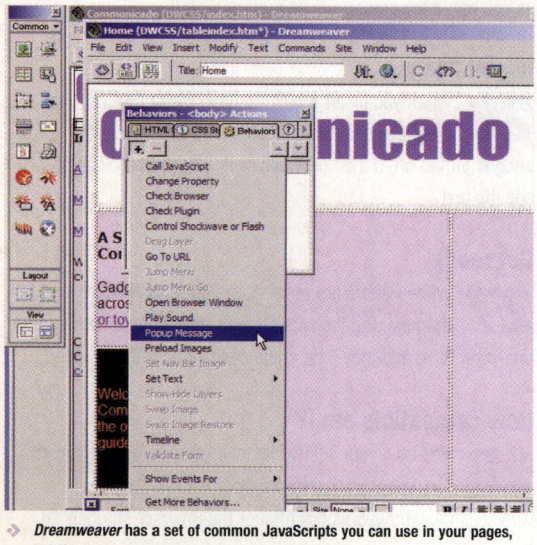
7 Go to Window > Reference to launch the much underused Reference panel. Both *Dreamweaver* and *UltraDev 4* contain a full JavaScript reference that can be used to script directly.

What do you want?

8 Before you start creating your Web page, think about what you want to do. What do you like on other Web pages? What would be useful? Spend time planning the site.

Do I need to know HTML?

9 You don't need to learn **HTML**: there are some great Web editing tools that do nearly all of the work for you. But it's good to learn the basics so that you can fix any problems. And if you really want your page to shine, get to grips with scripting and look at the free resources on the Web, like http://javascript.internet.com and www.javascripts.com.



Dreamweaver has a set of common JavaScripts you can use in your pages, but there are many more up for grabs on the Web.

Get some web space

10 You've probably got free Web space from your ISP: if not, get free space by signing up for *AOL Instant Messenger* or registering with sites like http://geocities.yahoo.com, http://angelfire.lycos.com or www.fortunecity.com. There's a list of many more free providers at www.freewebspace.net.

Be easy to bookmark

11 Don't force users to start at the front page every time. Easy to bookmark is easy to link to: let other sites and search engines point at your pages without moving them around.

Great artists?

12 Don't copy, plagiarise, steal or 'repurpose' content from other people's Web sites – especially those of big companies. If you don't have the content, just link to a site that does: ask it to link back and you'll both get more visitors. If someone has 'borrowed' your content, contact their ISP or Web host and complain.

Check and then check again

13 Nothing looks so amateur as poor spelling and grammar, and with spell-checkers in every decent Web editor, there's no excuse for obvious mistakes. Print the pages out and read them aloud, then get someone else to read them through: it's hard to see mistakes in something you've read over and over.

Tell them what's going on

14 The two most important things that your visitors want to know are: "Where am I?" and "Where can I go next?". Make sure the name or logo of your site is on every page and if your site has different sections, mark them clearly. Label your links to other pages or sites clearly.

A helping hand

15 Complicated elements, like games or downloads should have instructions on the page, not a separate Help page.

The FAQ facts

16 If you're covering a subject that provokes questions, put up an FAQ (Frequently Asked Questions) page.

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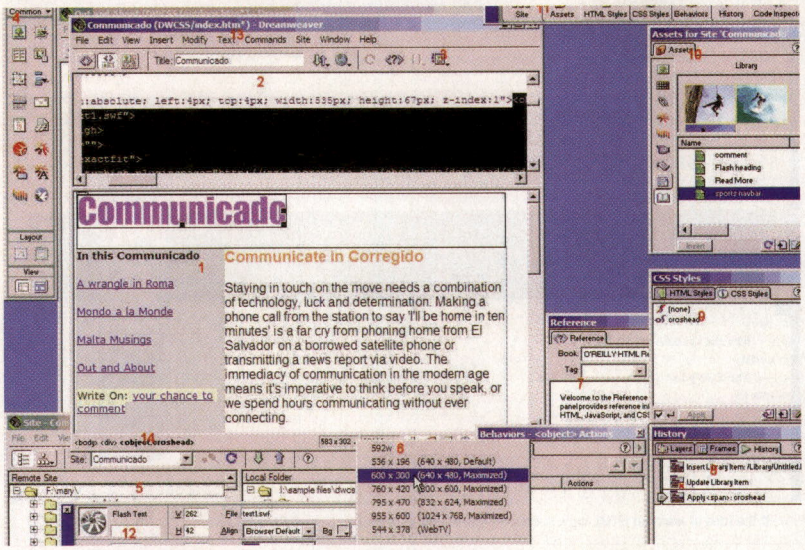
- **HTML** Hypertext mark up language. This is the code that is used to create Web pages. In a drag and drop editor you don't see the code immediately. But if you view the source, you will discover how the page is made up from HTML.

PRACTICAL WEB TIP

Create a search on your own site

A free search on your site helps visitors find what you've got. Get one without having to program it yourself, by going to www.freefind.com, www.picosearch.com or www.fusionbot.com for free resources


Communicado (DWCSS/index.htm*) - Dreamweaver
Communicado
In this Communicado
A wrangle in Roma
Mondo a la Monde
Malta Musings
Out and About
Write On: your chance to comment
Communicate in Corregido
Staying in touch on the move needs a combination of technology, luck and determination. Making a phone call from the station to say 'I'll be home in ten minutes' is a far cry from phoning home from El Salvador on a borrowed satellite phone or transmitting a news report via video. The immediacy of communication in the modern age means it's imperative to think before you speak, or we spend hours communicating without ever connecting.

Check how well your page works at different resolutions: not everyone has the same equipment you have.

Don't include all the information on your site: pick the top questions from email and feedback. If you've got more than ten questions, organise them into sections.

To date or not to date

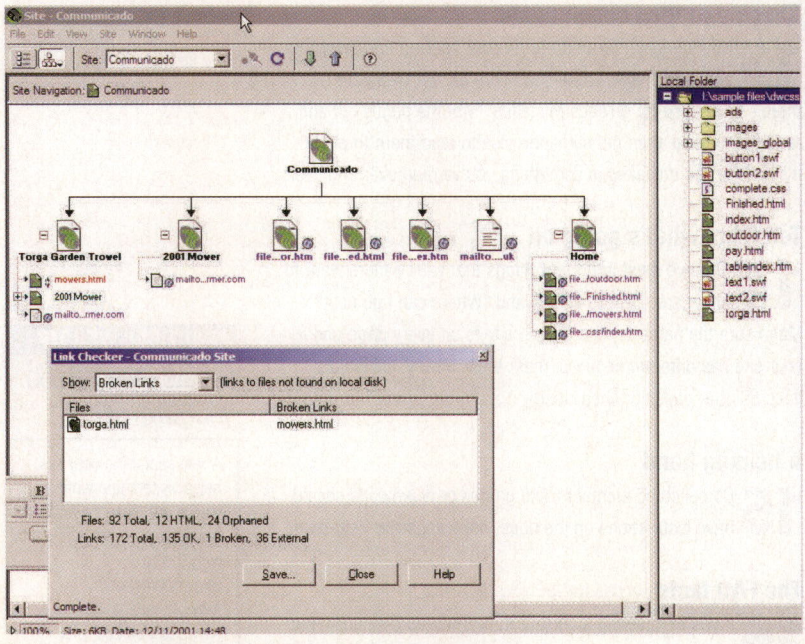
17 If you update your site every day or every week, put the date on it. If not, it's best not to make the date too prominent, or your site will look neglected.

Make it real

18 Speak your visitor's language: don't call pages 'modules' and links 'jumpstations' unless you know they will understand.

More and less

19 People don't read as much on screen as on paper; most Web users skim pages and only read about 200 words. But if your site is about an obscure subject, a real enthusiast might want all the details. Cater for both audiences by starting with the essential info and adding more details further down the page, after links out for people who want to move on.



It's a good idea to rebuild your site cache from time time to keep the contents current.

W3C CHECKS

20 The W3C sets standards for the Web. Use the free validator at http://validator.w3.org to check your page follows their rules. If you're using Cascading Style Sheets, you can get those checked at http://jigsaw.w3.org/css-validator.

Ask a friend

21 Friends will see things you've missed. Give them a list of pages to find or tasks to complete, and you should get more objective answers than "I don't like the purple". Every person has a different viewpoint, but after five or six people you should see some patterns emerging.

Pop-up windows

22 People hate intrusive ad windows that pop up on top of their browser. Using a new browser window for a special feature or to visit another site is fine, but don't make windows open without asking.

Don't interfere

23 JavaScript can make your visitor's browser fill their screen, disable their Back button and open new windows with other relevant Web sites in. Don't do it: they won't feel in control and they won't come back.

Friendly forms

24 If you insert a form, make it clear which fields are optional and which have to be filled in. If there's a problem, show the form as submitted (without sensitive data like credit card numbers) and a description of anything they need to add or change before you can process it.

Hovering links

25 JavaScript can make a link change colour when you hover your cursor over it, but don't make links grow in size, otherwise all the text on your page will jump out of the way as you move the cursor around.

Use ALT tags

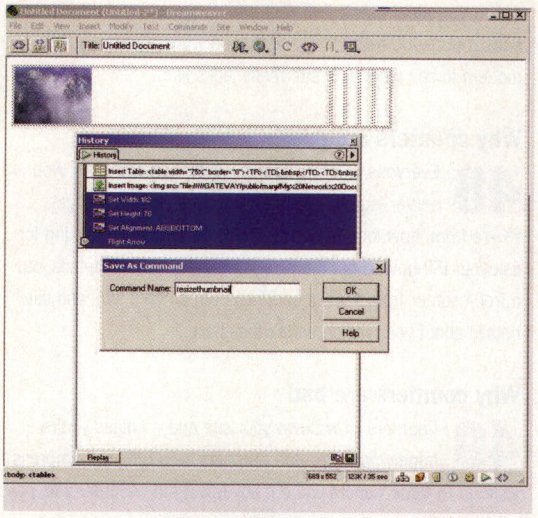
26 When you insert a picture, fill in the ALT (alternative text) tags, especially if it's a link. If visitors have images turned off in their browser, or if images don't load, they'll see the text.

Get ready

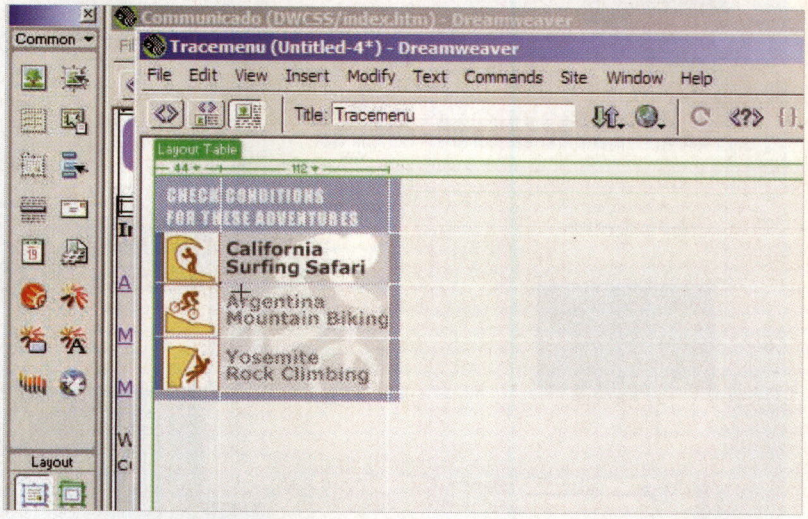
27 While visitors are reading one page, preload images for the next. Put the pictures in a zero-width table or as one-pixel GIFs, and they'll be in the cache when they proceed.

How compatible am I?

28 See how your site would look in older browsers, with the Web Page Backward Compatibility Viewer at www.delorie.com/web/wpbcv.html or the Browser Emulator at www.dejavu.org.



Make use of your History panel by adjusting the number of steps it stores.



JavaScript helps you create more advanced menus and navigation bars that adapt to your mouse movement.

Make the most of thumbnails

29 To use large images without slowing everyone down, make thumbnails and let the visitors decide which ones are worth viewing at full size.

Fill in blanks

30 Spacing out your HTML with tabs and returns makes it easy to read, but also creates bulky files. Strip out the blanks before you upload.

Appropriate links

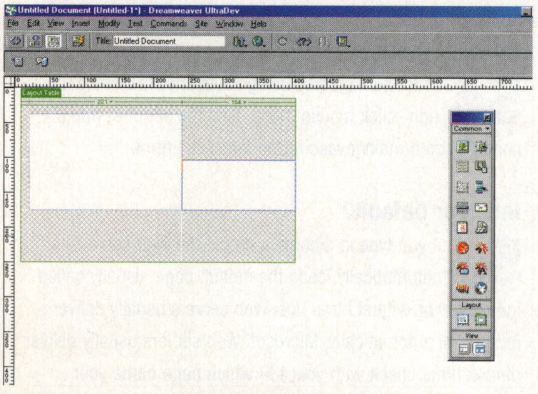
31 It might seem rather obvious, but make sure any sites you link to are appropriate for your audience. If you have a section on vintage kids' TV programs, you'll get Clangers fans of all ages, so avoid including links to controversial sites.

Which browser does what?

32 It's hard to keep up with which browser supports which standard, and which have their own extra tags, quirks and bugs. Check compatibility and get some helpful tips in the WebMonkey Browser Chart at http://hotwired.lycos.com /webmonkey/reference/browser_chart.

How accessible am I?

33 Make sure that everyone can read your page, including those with disabilities. Check a single page at www.cast.org/bobby or download a version of Bobby to check your site.



Powerful layout tools don't mean you should go mad with your design.

Out of the frame

34 Don't assume your pages will stay in the frameset you've designed. Search engines sometimes pull up a page of content out of its frame. Make sure visitors don't get trapped there by including a link to your home page at the bottom. Make sure you set TARGET="_TOP", so if a visitor who's already got the frameset loaded clicks it, they don't end up seeing frames inside frames.

Downloads

35 To insert a link that downloads a file directly rather than opening a page first, use the FTP protocol in the URL rather than HTTP.

Use the slash

36 When you write an URL, always use the / at the end, unless you're referring to a specific page; otherwise the browser must send two requests to the server, not just one.

What's in a name?

37 Rather than remembering colour numbers, see if the colour you want has a name. There are 140 colour names you can use, from the obvious like 'black' and 'blue' to the descriptive 'mistyrose' and 'blanchedalmond'. However, only ten of the names are in the Web-safe palette.

Don't be too colourful

38 A riot of colours makes your site overpowering. Don't use more than four or five (plus black and white).

Saturation point

39 Pure colour shades like bright red and blue make vibrant pages, but they're hard to read.

Meaningful colour

40 Red always gets attention: it's good for error messages, but too strong for a background colour.

PRACTICAL WEB TIP

Using special characters correctly

Don't rely on inserting symbols for special characters like the ampersand (&). HTML tapgs ensure they display correctly. Find them at hotwired.lycos.com/ webmonkey/reference/ special_characters

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◆ **W3C** The World Wide Web Consortium sets standards for the way the Web is used and promotes interoperability.

Plain washes of colour like this are usually better for the eyes than a messy picture-based background.

Blue has a relaxing effect. Many colours have symbolic meanings that vary across the world: we think of white as the colour of purity, but in Chinese culture it symbolises death.

Contrast and co-ordinate

41 To find good colour combinations, use a colour wheel. A range of different shades and tints of a single colour can give a subtle look. Complementary colours – which are opposite each other on the wheel – also go well together, but if the contrast is too great try using the colours next door to the complementary colour.

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- **Meta tags** These are keywords associated with your site or its subject area that are pasted into your source page, usually behind your index page. They are picked up by search engines and can help to lift your site's ranking.

See schemes

42 Choose a colour from Color Schemer, and it'll show you complementary colours. You'll find it at the Web site www.colorschemer.com/online.

Don't resize in the browser

43 Make sure the height and width you specify are the actual dimensions of the image; don't ask the browser to resize, or you'll see horrible jagged edges.

Animated GIFs

44 Add some interest to your page with an animated GIF, but don't wear them out: repeat them once and then stop, or they will soon annoy your visitors.

Background images

45 Background images don't take up a lot of file space, but, as with garish colour, think about the visual effect of rows of fish, fruit, squiggles or other strong images. Use background images carefully and make sure text is legible.

Blends are big

46 Graduated tints and blends in GIFs make for large files. Use flat colours for a file half the size.

Got broadband?

47 If you're lucky enough to have a fast Internet connection, don't assume that your site looks slick to ordinary modem users. Test your site on the slowest PC you can find, at 800x600 resolution, and dial up with an ordinary 56K modem to see what your site really looks like.

Why counters are good

48 Everyone wants a popular Web page. Use your Web server logs to find out how many visitors you get, where from, how long they stay and what they were looking for: ask your ISP how to get them. If you can't get those details, put a free counter from www.thecounter.com on your site, and see details about your visitors in the logs here.

Why counters are bad

49 Counters slow down your site and – unless you're hugely popular – the numbers aren't likely to impress visitors. To track visitors without advertising the counter site, pay for an invisible counter at www.hitbox.com.

Search engine secrets

50 To get a good position in search engine listings, use keywords that best describe your site as **meta tags** in the head of your documents. Don't use the same word over and over again – search engines give you a poor rating for that.

Am I hot?

51 Which sites have a link to you on their pages? http://searchenginewatch.com/webmasters/popularity.html lists all linking sites.

Shortcut to shortcut icons

52 Visit www.favicon.com to create your Web site's very own miniature icon, which will show up in your browser's address bar. You can create your icon online, or choose one of the many cool options from the gallery. Alternatively you can download software that will create a custom icon from www.cursorarts.com/ca_if.html.

Don't give it away

53 You can't stop people copying images from your site, but you can make it harder. Make a transparent GIF that's the same size as the image you want to protect. Then create a table of the same height and width with cell padding and spacing set to zero, and use your image as the table's background. Create another identical table inside the first. Put the transparent GIF inside the table: now anyone trying to save the picture gets a blank.

No right mouse

54 Protect images by using JavaScript to disable the right-click mouse menu. Find the script at http://codelifter.com/main/javascript/norightclick1.html.

Index or default?

55 If you type in a domain name, the Web server automatically loads the default page, usually called index.html or default.html. Unix Web servers usually deliver index.html automatically, Microsoft Web servers usually deliver default.html: check with your ISP which page name your preferred option should be.

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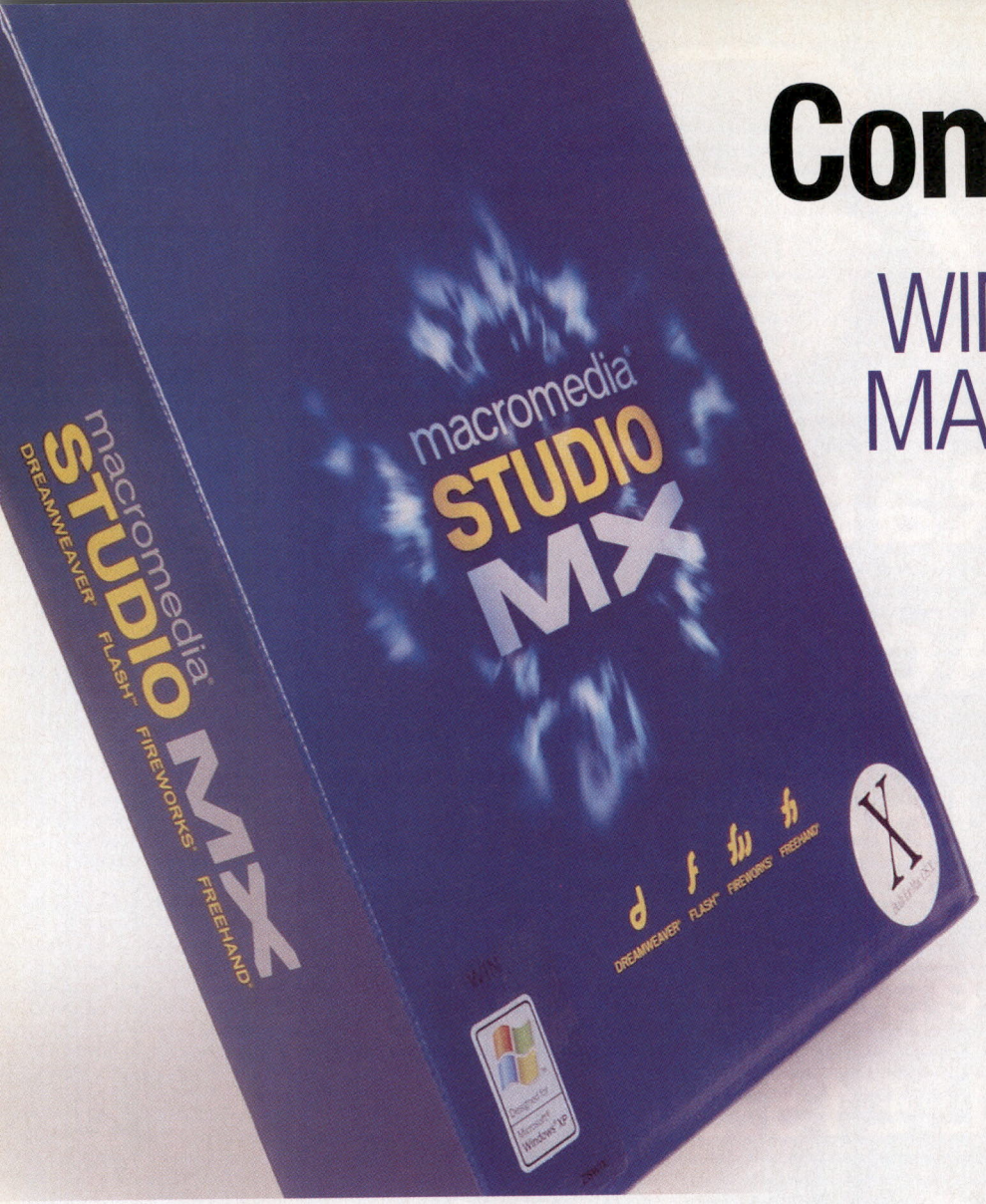

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All you need to do, to be in with a chance of winning your own copy is to answer the question below and send your answer in an email with your name and address to: **dream.pwp@futurenet.co.uk** before 23rd October 2002.

Question

Dreamweaver MX is a software package for building

a) Servers
b) Web sites
c) Houses
d) Software applications

To Enter

- Put your name and address in an email, along with your answer and send it through to: **dream.pwp@futurenet.co.uk** with the subject header 'Studio MX', Only one entry per person. Terms and conditions apply. (See below)

The Rules

- No cash alternatives are available
- All entries must be received by 23rd October 2002.
- The editor's decision is final. No correspondence will be entered into.
- Employees of Future Publishing and Macromedia are not eligible to enter

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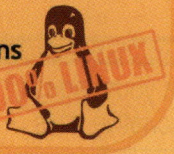
- Detailed access logs and analysis with graphical summaries
- Microsoft Frontpage extensions at no extra charge
- Icecast streaming, Apache::ASP, Java Servlets & JSP
- Constantly monitored servers with generator backup and UPS
- 24 hour unlimited high quality technical support
- SSL option available for secure E-Commerce solutions
- Try before you buy, no minimum contract



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You can't use Dreamweaver effectively until you've learned about its various tools – fortunately it doesn't take long

Your first taste of Dreamweaver

You may not use the word yourself, but the interface is the most critical part of any software program. It's the arrangement of the various menus, toolbars, palettes and other controls that enable you to use the program's various features. An effective interface is one that gives you plenty of alternative ways of doing the same task, which helps you develop working procedures that you find fast and efficient. The tools you use the most often should be readily accessible, not buried among a ton of less important options. The *Dreamweaver* interface succeeds admirably.

We should also add that the interface we look at here belongs to *Dreamweaver 4* rather than the newer *Dreamweaver MX*, which sees significant changes. Both share a commitment to streamlining your work processes and giving you options at all stages of the web page production process.

The main ingredients

The heart of *Dreamweaver* is the Document window, which shows you the page you're currently working on. The page contents are presented inside the window, although you can control the style of presentation. For example, while you're laying the page out, you may want to see all the design guidelines you've made so you can see how well your design structure is working. There's a Layout view specifically for the early stages of your page design, when you might play with elements on the page, moving them around to see how they fit together.

Later on you can hide these elements to get a purer sense of how your page would look in a browser. (There's no substitute for actually previewing your page in a browser, however, something Dreamweaver makes easy for you.) If you're more familiar with HTML, you can opt to see the underlying code that comprises the page. This lets you check the code carefully yourself or make subtle changes by hand.

The basic procedure of creating a page in *Dreamweaver* is to establish a basic structure, place visual elements such as text and images within the structure and finally make adjustments, all within your Document window. To help you do this, there are several palettes and panels you can have available when you need them. The Launcher bar is a separate panel that stores buttons to locate and bring to the front the tools you use most often. There's another version of the Launcher at the bottom of the Document window itself, and you can find all the available panels and open them through the Window menu.

Your main tool for inserting elements is the Object panel, which typically rests in the top-left of the screen. In other programs, this is traditionally the position of a toolbox that lets you switch to different types of drawing tool, for example. The concept behind the Objects panel is a little different, which is perhaps why Macromedia has opted to change its position for *Dreamweaver MX*. Here you click on an icon to insert an element into your page – a table, perhaps, or an image or Flash movie.

After you've added all the visual elements you need, you may want to make adjustments. The Properties Inspector, which typically rests at the bottom of the screen, is your aide for doing this. Just click once on any object within your document to select, and you'll see attributes for that object appear in Properties. The features vary by the kind of object you select. For text, you can change its colour or turn a word or phrase into a hyperlink to another page; select an image and you can change its proportions. Highlight a table, and Properties changes to enable you to adjust its size and the number of rows and columns it has.

Selecting an object offers another way of making changes to it: if you right-click on an object (Or use Control-click if you have a Mac), a small menu of options related to that object appear. It's known as a contextual menu, as the options available depend on the kind of object you select. Experiment with different objects to discover what options are there at the click of a button, and don't forget to try just right-clicking on the page itself.

Make it your own

There are many more panels and options, some of which we examine more closely in the next few pages. While all of these start off in set positions that Macromedia feels are comfortable for most users, you can move palettes any where on the screen you want, or show and hide which ever panels you want. You can

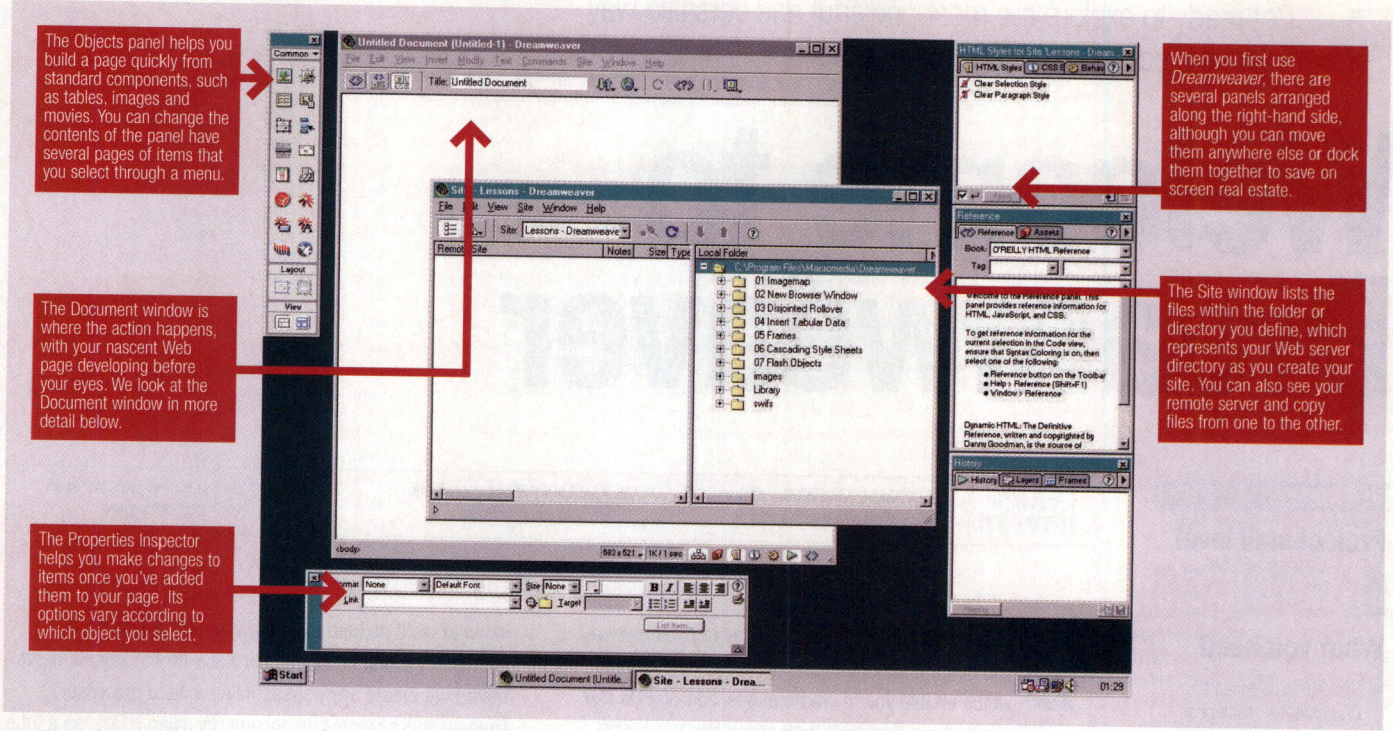
PRACTICAL WEB TIP

Give your pages descriptive titles

Use the Title field in the Document window's toolbar to give every page you create a descriptive title. They help search engines to index your site more accurately and help visitors know where they are.

SEE ALSO Find out more about *Dreamweaver 4's* most important tools in "Welcome to Dreamweaver", **page 20**
Discover how the interface has changed in the new *Dreamweaver MX* in "Introducing Dreamweaver MX", **page 66**

THE MAIN DREAMWEAVER INTERFACE ELEMENTS

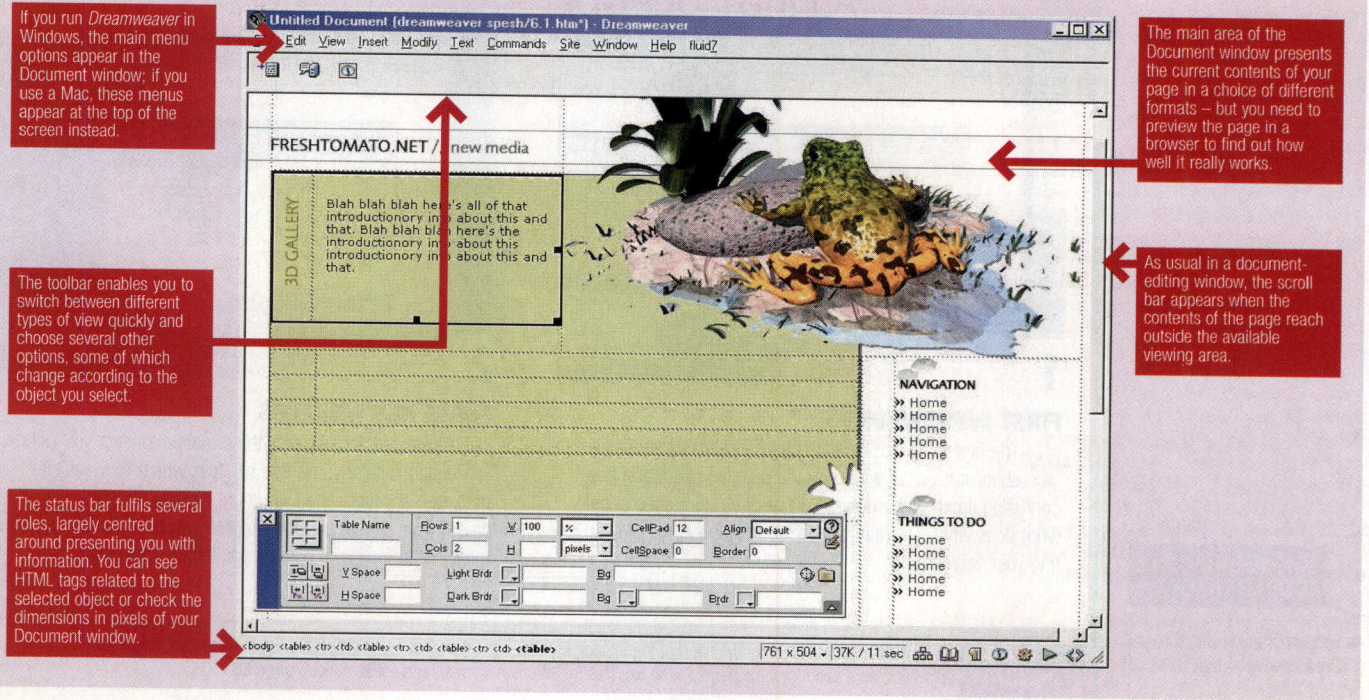

The Objects panel helps you build a page quickly from standard components, such as tables, images and movies. You can change the contents of the panel have several pages of items that you select through a menu.
The Document window is where the action happens, with your nascent Web page developing before your eyes. We look at the Document window in more detail below.
The Properties Inspector helps you make changes to items once you've added them to your page. Its options vary according to which object you select.
When you first use *Dreamweaver*, there are several panels arranged along the right-hand side, although you can move them anywhere else or dock them together to save on screen real estate.
The Site window lists the files within the folder or directory you define, which represents your Web server directory as you create your site. You can also see your remote server and copy files from one to the other.

also dock palettes together: drag one panel on top of another, and you'll see them merge into one box. The new box has a series of tabs, with each tab representing one palette of tools.

This means that if you dislike screen clutter, you can keep plenty of palettes within easy reach rather than hiding them away, but without making the screen feel too crowded. It also helps you streamline your work procedure, as you can move a docked palette from one tabbed window to another at will, grouping them together however you like – perhaps grouping panels with related roles or panels that you tend to use together at a certain point during your project.

With further interface elements including menus and toolbars available, *Dreamweaver* emerges as a flexible tool to help you work precisely the way you want.

DREAMWEAVER'S DOCUMENT WINDOW


If you run *Dreamweaver* in Windows, the main menu options appear in the Document window; if you use a Mac, these menus appear at the top of the screen instead.
The toolbar enables you to switch between different types of view quickly and choose several other options, some of which change according to the object you select.
The status bar fulfils several roles, largely centred around presenting you with information. You can see HTML tags related to the selected object or check the dimensions in pixels of your Document window.
The main area of the Document window presents the current contents of your page in a choice of different formats – but you need to preview the page in a browser to find out how well it really works.
As usual in a document-editing window, the scroll bar appears when the contents of the page reach outside the available viewing area.
Untitled Document (dreamweaver spesh/6.1.htm*) - Dreamweaver
Edit View Insert Modify Text Commands Site Window Help fluid7
FRESHTOMATO.NET / new media
3D GALLERY
NAVIGATION
THINGS TO DO
761 x 504 37K / 11 sec

Get ready to explore the most powerful and versatile way to create, edit and manage your Web site

Welcome to Dreamweaver

IN BRIEF...

Project skill level

1 2 3 4 5 6 7 8

What you need

- This tour is designed for *Dreamweaver 4*, although many of the features are also in *Dreamweaver MX*

Project time

30 minutes

LEARN HOW TO

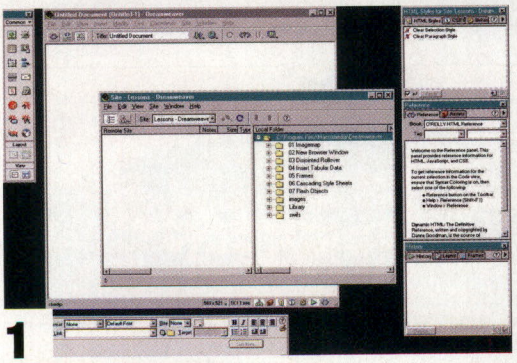
- Know what all the major windows and panels do
- Use the basic controls in each window
- Define a new site and open your first document

Before you can start creating pages in *Dreamweaver*, you need to understand its most basic controls, which enable you to create pages, add objects like images and buttons, and save the page within the overall structure of your site. Picking up the basics of the software should be fairly straightforward for anyone with word-processing skills. You can format text using familiar buttons, such as bold and italic, and embed graphics with minimal fuss; even tables of information are intuitive to introduce.

However, what tends to put off many people from experimenting with *Dreamweaver* is the small amount of configuration necessary before you can get on with converting your designs into functional Web pages – so what we'll do here is take a wander through the interface, making ourselves familiar with the key elements before we create any pages. Unlike a word processor, Dreamweaver creates its documents using HTML, so a little understanding of the limitations and potential of this coding language will go a long way.

In theory you could happily work away without ever having to confront those strange pointy brackets, but if you're serious about your designs then you'll need to get right under the bonnet and start tweaking tags. That's for later, though: right now, it's time to explore the main *Dreamweaver* interface, and find out what the main controls do and how they fit together.

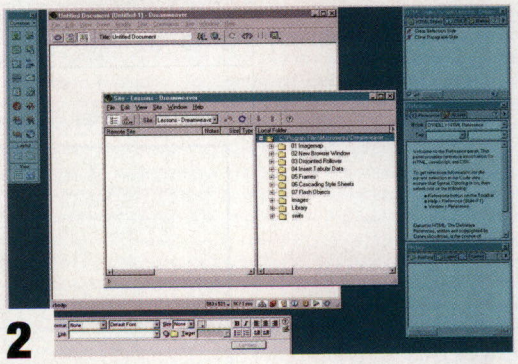
PART 1 A FIRST GLANCE



1

FIRST IMPRESSIONS

The first thing you'll notice about *Dreamweaver* is the sheer amount of windows and palettes used, and how confusing it can all be unless you've got a good idea about what does what. This aim of this introduction is to help you find your way around.



2

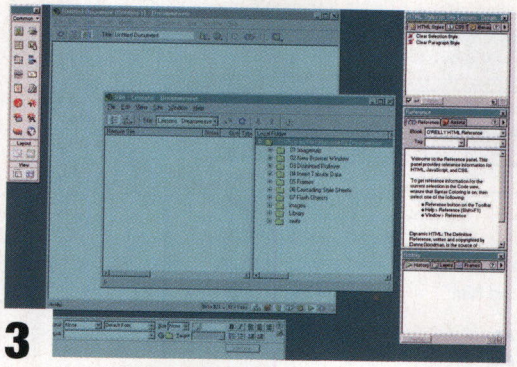
THREE KEY WINDOWS

There are actually only three main elements you will be using regularly: the Site window, which provides site management tools; the Document window, in which you create your pages; and the Property inspector, which provides most of the tools and options you'll be working with.

ON YOUR COVER DISC

- Follow our guide with the Dreamweaver 4 trial

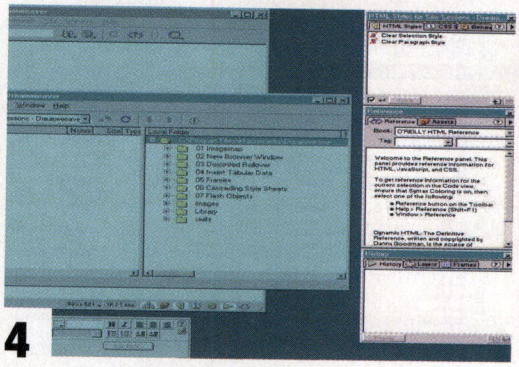
SEE ALSO Once you've got the hang of the interface, get designing in 'Making your first Dreamweaver page', **page 28**
Find out more about organising your Web site files in 'Site management and collaboration', **page 56**



3

ALSO IN DREAMWEAVER

Other palettes are used for additional features such as control of style sheets, behaviours or JavaScript as well as providing reference, assets and history items. These are important additional components, but you'll spend less time using them.



4

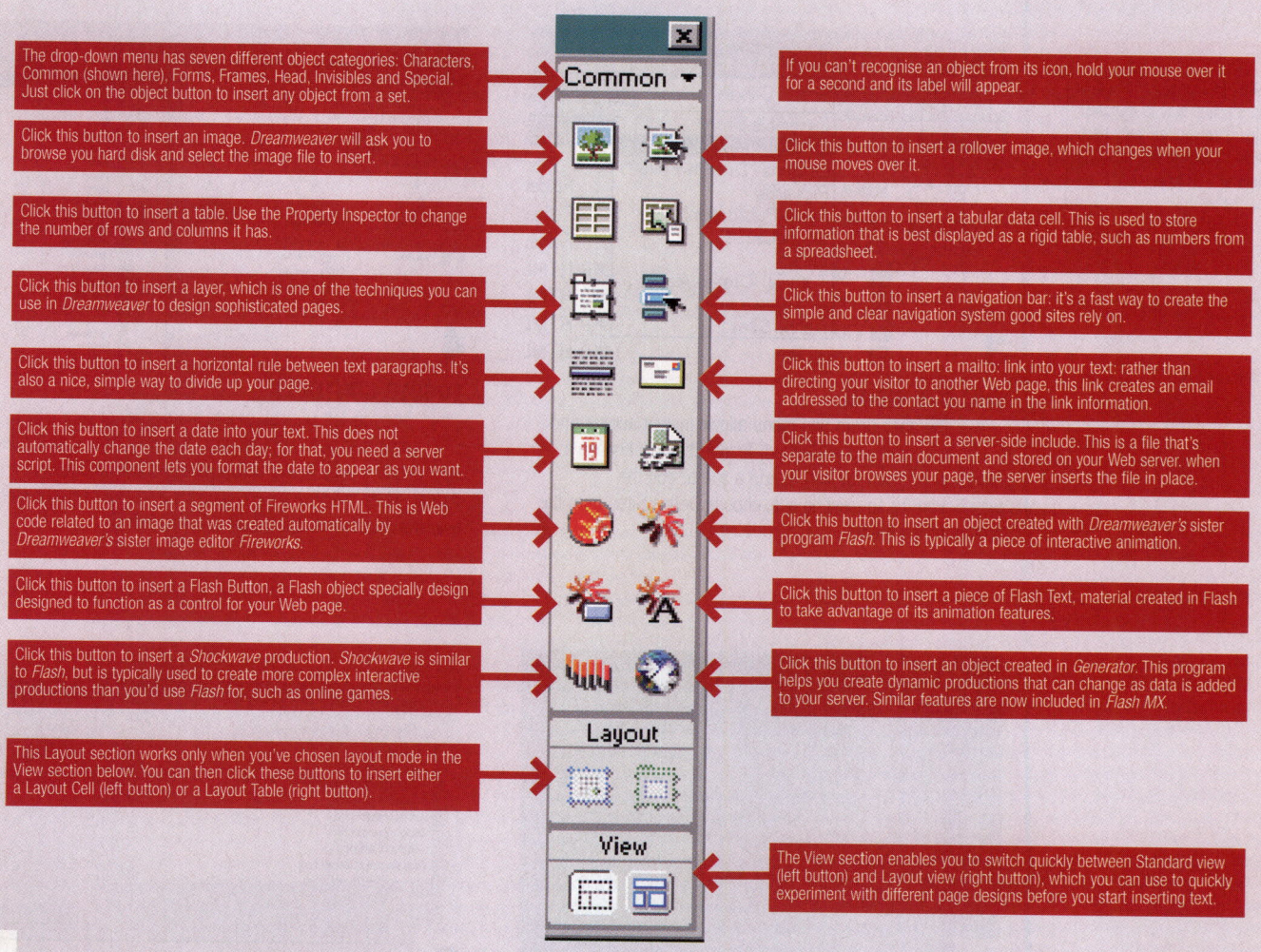
HELPING HAND

You can explore these basic elements in the *Dreamweaver* Guided Tour. If you need help working out to perform a task, check the *Dreamweaver* Help menu. For more advanced work, there's also the built-in reference for HTML tags from the book publisher O'Reilly.

PRACTICAL WEB TIP

Learn from others' mistakes

You'll learn a lot by studying your favourite sites, but you'll also learn by looking at sites with problems. Check out Web Sites That Suck (www.webpagesthatsuck.com) or GUI Bloopers (www.gui-bloopers.com) for ideas to avoid in your own site.

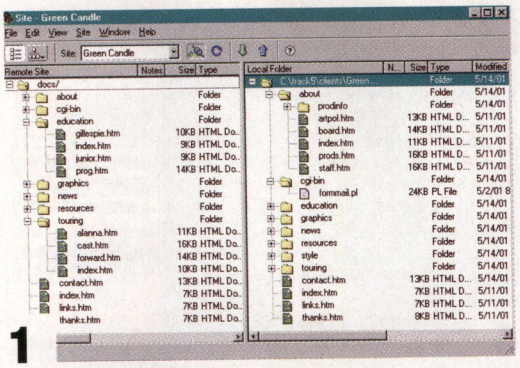

The drop-down menu has seven different object categories: Characters, Common (shown here), Forms, Frames, Head, Invisibles and Special. Just click on the object button to insert any object from a set.
Common
If you can't recognise an object from its icon, hold your mouse over it for a second and its label will appear.
Click this button to insert an image. *Dreamweaver* will ask you to browse you hard disk and select the image file to insert.
Click this button to insert a rollover image, which changes when your mouse moves over it.
Click this button to insert a table. Use the Property Inspector to change the number of rows and columns it has.
Click this button to insert a tabular data cell. This is used to store information that is best displayed as a rigid table, such as numbers from a spreadsheet.
Click this button to insert a layer, which is one of the techniques you can use in *Dreamweaver* to design sophisticated pages.
Click this button to insert a navigation bar: it's a fast way to create the simple and clear navigation system good sites rely on.
Click this button to insert a horizontal rule between text paragraphs. It's also a nice, simple way to divide up your page.
Click this button to insert a mailto: link into your text: rather than directing your visitor to another Web page, this link creates an email addressed to the contact you name in the link information.
Click this button to insert a date into your text. This does not automatically change the date each day; for that, you need a server script. This component lets you format the date to appear as you want.
Click this button to insert a server-side include. This is a file that's separate to the main document and stored on your Web server. when your visitor browses your page, the server inserts the file in place.
Click this button to insert a segment of Fireworks HTML. This is Web code related to an image that was created automatically by *Dreamweaver's* sister image editor *Fireworks*.
Click this button to insert an object created with *Dreamweaver's* sister program *Flash*. This is typically a piece of interactive animation.
Click this button to insert a Flash Button, a Flash object specially design designed to function as a control for your Web page.
Click this button to insert a piece of Flash Text, material created in Flash to take advantage of its animation features.
Click this button to insert a *Shockwave* production. *Shockwave* is similar to *Flash*, but is typically used to create more complex interactive productions than you'd use *Flash* for, such as online games.
Click this button to insert an object created in *Generator*. This program helps you create dynamic productions that can change as data is added to your server. Similar features are now included in *Flash MX*.
Layout
This Layout section works only when you've chosen layout mode in the View section below. You can then click these buttons to insert either a Layout Cell (left button) or a Layout Table (right button).
View
The View section enables you to switch quickly between Standard view (left button) and Layout view (right button), which you can use to quickly experiment with different page designs before you start inserting text.

5

WELCOME TO THE OBJECTS PALETTE

If you use graphics software such as *Photoshop*, you may used to having a tall, thin palette like the one above, which you use to choose different tools. *Dreamweaver's* Object palette is slightly different in function, however, as it provides access to various components to insert in your document rather than tools. You can choose from several sets of objects, such as the Common set shown above or the Characters set, which presents unusual text characters that you would normally need to know a special character code for to produce on a Web page. You can also add your own object sets or add components to existing sets.

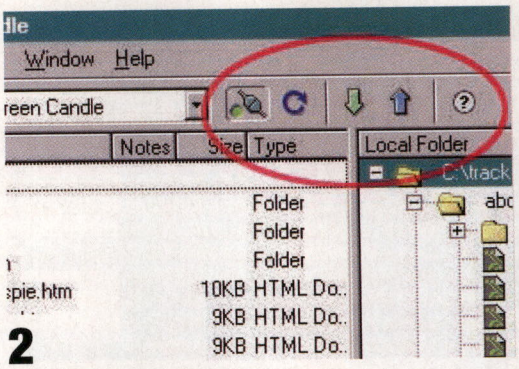
PART 2 THE SITE WINDOW



1

WELCOME TO THE SITE WINDOW

The Site window could be considered to be a cross between Windows Explorer and an FTP client, and provides all the site management tools in *Dreamweaver's* arsenal. By default, local files are displayed on the right, while the server's contents are shown on the left.



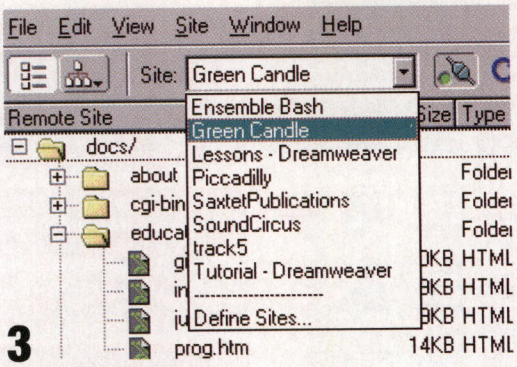
2

ACCESS THE SITE WINDOW

If the Site window isn't currently available, go to Window > Site Files. The interface at the top of the Site window provides basic FTP functions, such as connecting to the server, refreshing the contents and uploading and downloading files.

JARGON BUSTER

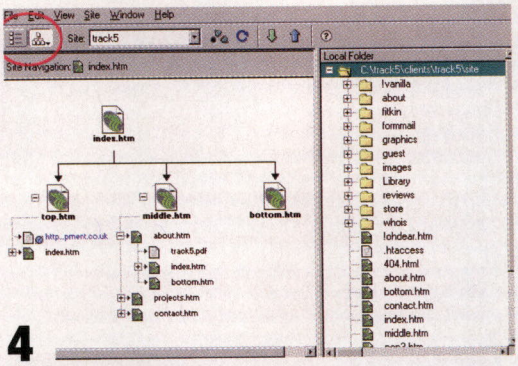
- **FTP** File Transfer Protocol is an efficient way to transfer files onto your server's hard disk. *Dreamweaver* has built-in FTP tools.



3

THE SITE MENU

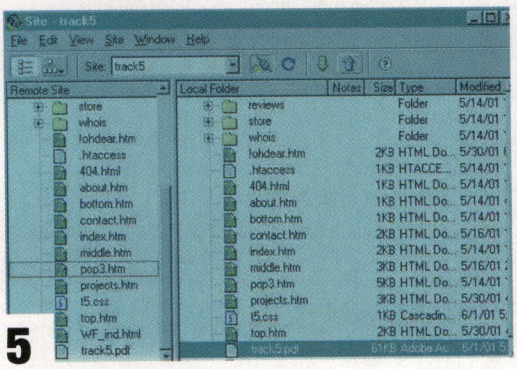
The drop-down Site menu allows instant access and lists sites you've defined. To switch sites, choose a different site from the list. To add a site or edit the information for an existing site, choose Define Sites from the bottom of the menu.



4

TOGGLE CONTROLS

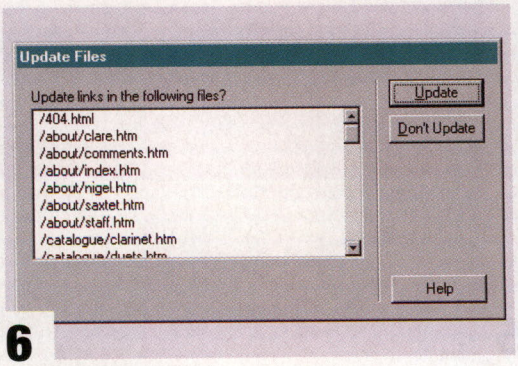
The top-left buttons toggle the display of your site's structure between File and Map view. The default File view displays your files in a recognisable files and folders format, while the Map view displays a tree-like view showing how the documents are linked to one another.



5

STATUS BAR

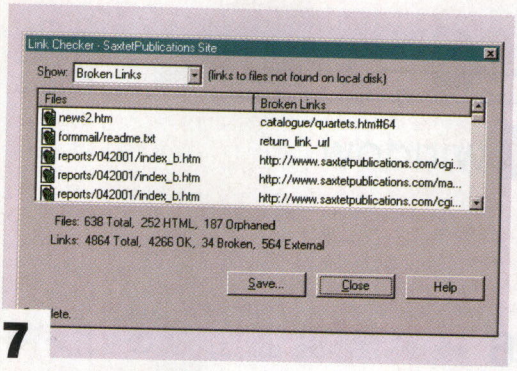
The status bar provides information on selected files, as well as indication of your transferring file's status. Halt current activity using the red stop sign, available when file transferral is in operation. The collapse/expand triangle in the lower-left corner lets you reduce the window size.



6

FILE RELATIONSHIPS

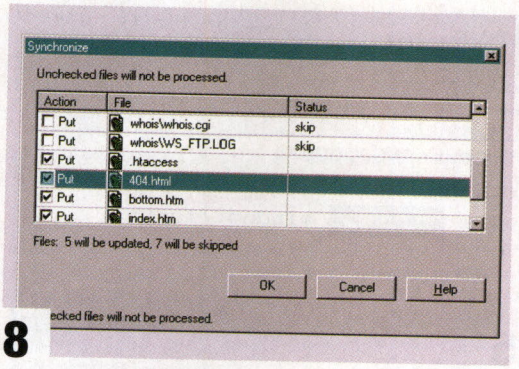
One of *Dreamweaver's* most powerful features is its awareness of the relationship between files. If you change a file name or move files between folders from the Site Manager window, *Dreamweaver* will automatically update links and references in all related pages.



7

CHECK YOUR LINKS

You can check the status of your site's links too, ensuring that your visitors never see **404 errors**. Changing links site-wide enables you to manually amend links to point to new locations – useful if you have a regular newsletter on your site that needs replacing.



8

SYNCHRONISE FILES

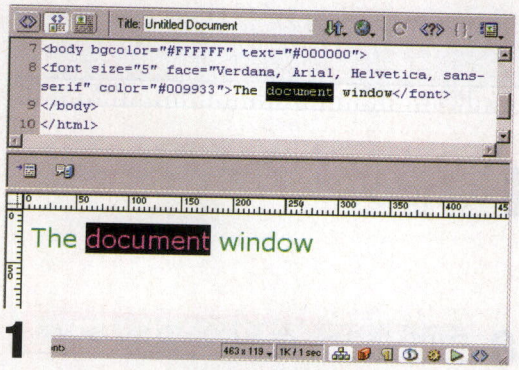
The Synchronise Files option is useful for identifying locally amended files waiting to be uploaded. Often, amending updates will require changes to various pages; this feature enables you to concentrate on your work without having to remember which files need updating.

PRACTICAL WEB TIP

More options from the Site menu

Other featured tools available through the menu bar's Site drop-down menu include facilities for reporting on your team's workflow and checking the efficiency of your site's code. You can identify redundant, empty and combinable tags and pinpoint untitled documents and missing alt tags.

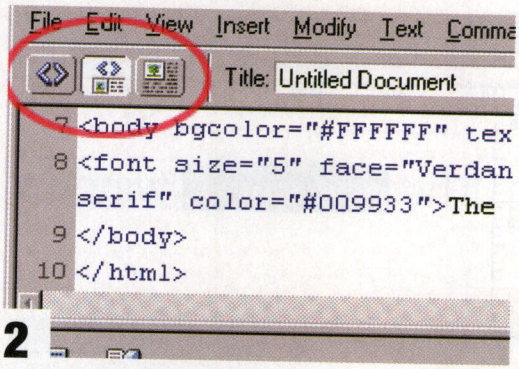
PART 3 THE DOCUMENT WINDOW



1

WELCOME TO THE DOCUMENT WINDOW

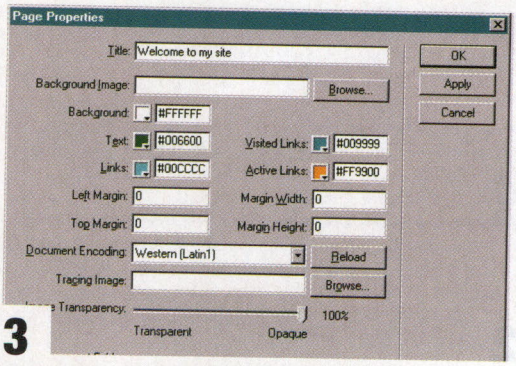
The Document window provides the canvas on which you create your pages. You have control over layout, can access the code or amend a page's properties such as <HEAD> and <TITLE> content, and have access to code checking and formatting options.



2

THREE WAYS TO VIEW

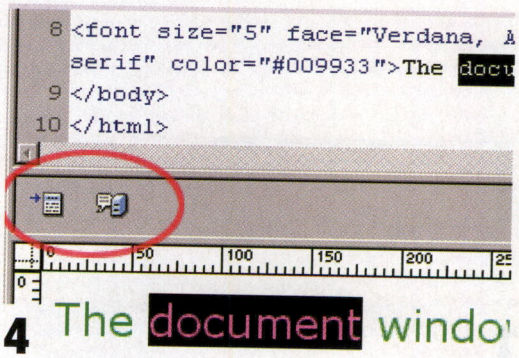
Using the three top-left buttons, *Dreamweaver* provides access to a **WYSIWYG** Design view, a Code view or a combination of the two. Being aware of what is happening under the bonnet as you work in Design view is invaluable for keeping control of your site's code.



3

MODIFY PAGE PROPERTIES

Although basic access to the title tag is possible from the toolbar, you can use the menu option Modify > Page Properties to gain greater control of your page's properties, including text and link colours, margin attributes and background images.



4

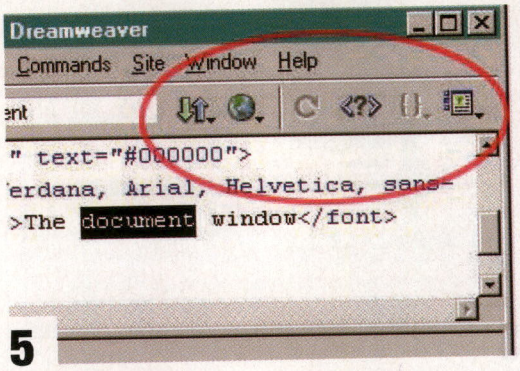
HEAD CONTENT

Any content in the head of a document is accessible above the Design view if it's activated from View > Head Content. The contents are displayed graphically as icons, depicting the functions that you can modify via the Property Inspector.

JARGON BUSTER

- **404 error** 404 is the code many Web servers use when they are unable to find the page your visitor is trying to access. You may sometimes see the term '404 error' appear instead of the page you expected.
- **WYSIWYG** What You See Is What You Get: an interface that lets you preview how your document is looking, rather than making you interpret the results through tags and codes.

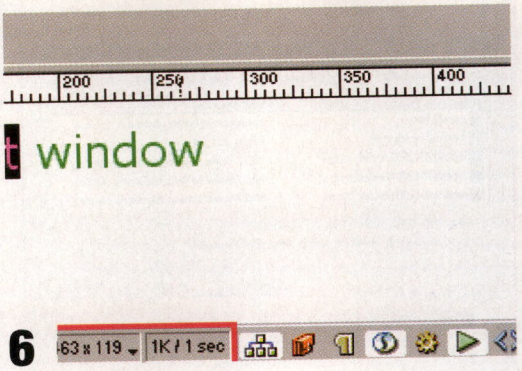
PART 3 THE DOCUMENT WINDOW (CONTINUED)



5

MORE OPTIONS

Other features in the toolbar include File Management options, Page Preview and Debug tools, Design View Refresh, access to the O'Reilly reference files, code navigation used for debugging JavaScript code, and View options for both the Design and Code panes.



6

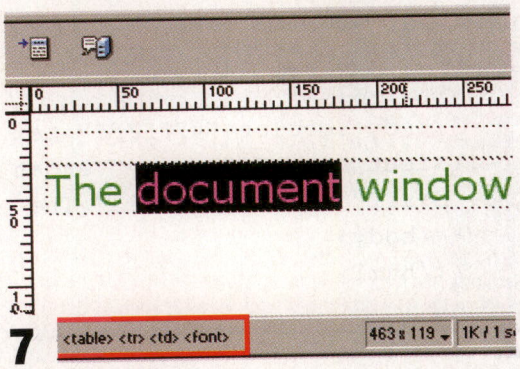
STATUS BAR

The status bar again holds essential information that can often be overlooked. The Window Size feature instantly resizes your canvas to emulate different screen resolutions while the connection speed shows how fast (or slow!) your page loads over variable connection speeds.

PRACTICAL WEB TIP

Make and keep a style guide

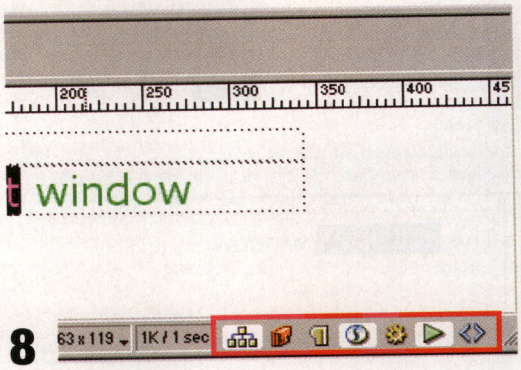
As you add text to your site, make a list of specialist terms and jargon that you use, so you can keep it the same throughout the site. If you use 'MB' on one page, make a note of it in your style guide so that you don't use 'Mb' on subsequent pages instead.



7

TAG SELECTOR

The left of the status bar holds the Tag Selector. This seemingly random collection of tags displays the tag hierarchy of your currently-selected text or objects, and is useful for selecting and modifying elements such as table cells within your page.

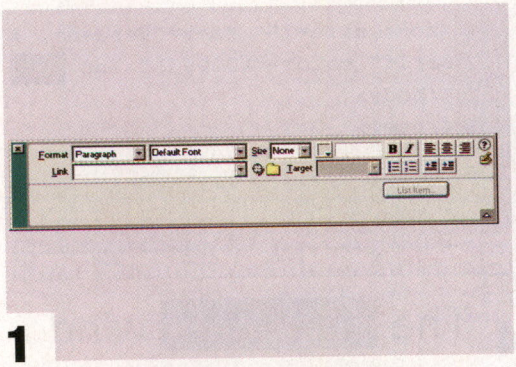


8

LAUNCHER

The Launcher to the right of the status bar is a standard feature throughout Macromedia's products, providing instant access to other key *Dreamweaver* elements such as the Site window. You can choose which items are included in the Launcher bar.

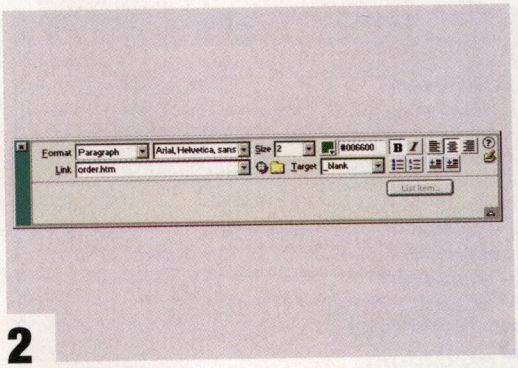
PART 4 THE PROPERTY INSPECTOR



1

WELCOME TO THE PROPERTY INSPECTOR

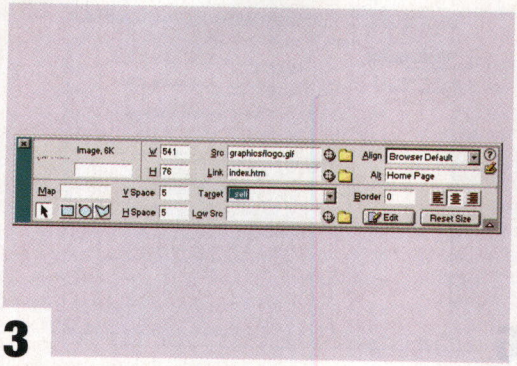
The Property inspector acts as a contextual toolbar, with its options depending on which object is selected within your Document window. Choose the Windows > Properties option to toggle this tool on and off, and use the expander in the bottom-right corner to access further options.



2

INSPECTING TEXT

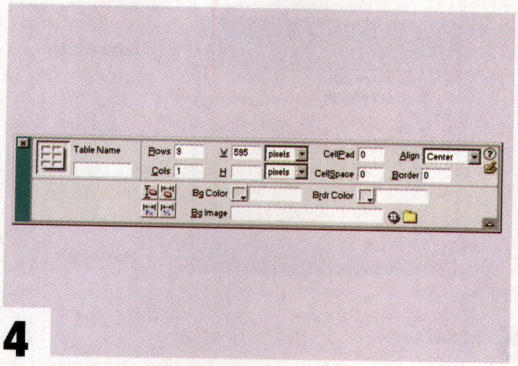
When text is selected, many of the Property inspector's functions are easily recognisable. Entering a location in the Link field creates targetable links. A really cool feature enables you to define a link location by dragging the cross-hairs to a file in the Site window.



3

INSPECTING GRAPHICS

Selecting a graphic enables changes to familiar attributes associated with the <IMG> tag: dimensions, source location, border preferences and alt text are available, as well as alignment, link creation and vertical and horizontal spacing. You can also easily create image maps here.

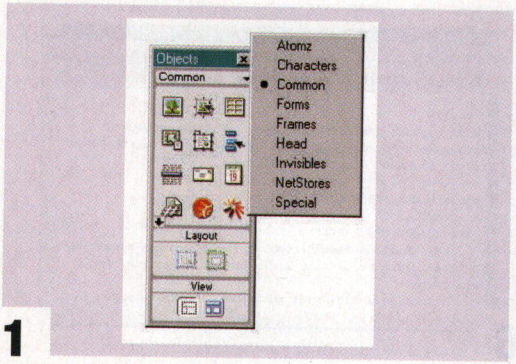


4

INSPECTING TABLES

When you select a table or cell, you can amend the number of rows and columns, dimensions, cell padding and spacing, alignment and border options and change the background colour or image. Merging cells is as simple as selecting adjacent cells and pressing a button.

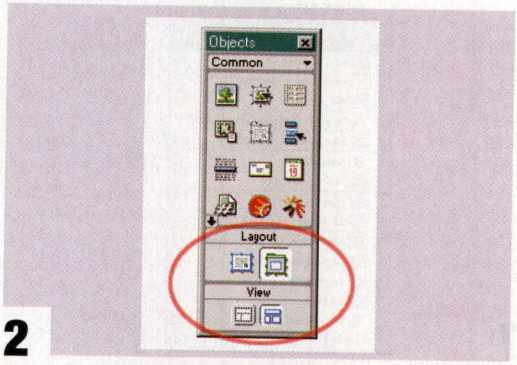
PART 5 OTHER PALETTES



1

THE OBJECTS PANEL

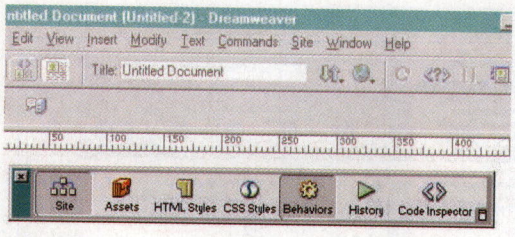
We looked at the Objects panel on page 21, but here's a reminder. It contains buttons for creating and inserting objects directly onto your page. This includes everything from images and tables, through form elements and frames and special characters.

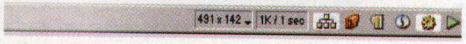


2

SWITCHING MODES IN THE OBJECTS PANEL

The Objects panel also provides switches to toggle the Document window between Design and Layout view. Working in Layout view enables you to draw tables and cells directly onto the page, providing a flexible method of perfecting your design before rendering it to HTML tables.

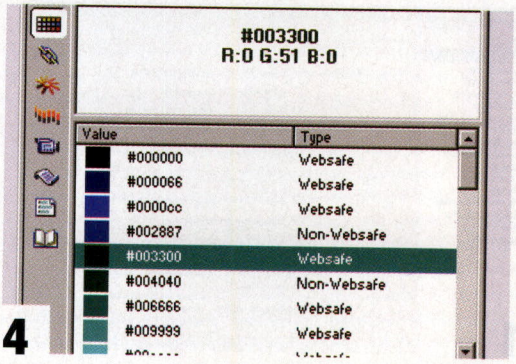




3

THE LAUNCHER

The Launcher provides easy access to *Dreamweaver's* main components, including the Site window. A smaller version of this feature can be found in the bottom-right corner of the Document window. You can choose the elements that appear in both Launcher areas.



4

ASSETS

The Assets palette has a similar function to the library in *Flash*, acting as a central resource for your site's components. You can store images, colours, links and scripts, as well as Flash, Shockwave and movie clips. You also have access to any templates or library items created.

PRACTICAL WEB TIP

Help your pages load quickly

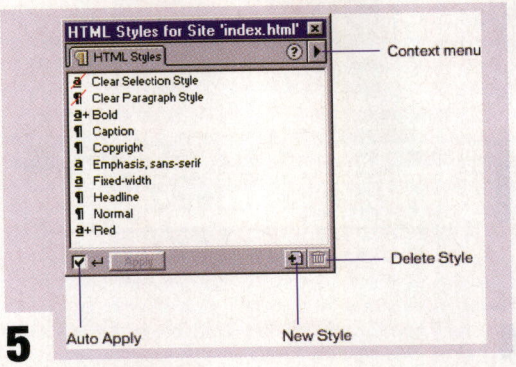
Don't expect visitors to hang around while a huge image loads on your page. Unless you have a good reason to present large images, the size of all the images on each page should come to no more than 30 or 40K.

PRACTICAL WEB TIP

How cascading style sheets can help

If you're looking for a unified professional look for your site cascading style sheets (CSS) can help. Attach the file to your Web page and every element within the page or set of pages will conform to the style you've defined.

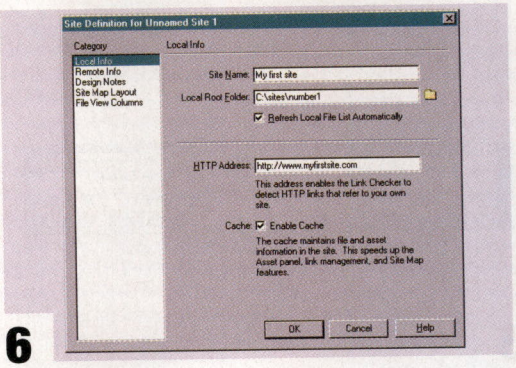
PART 5 OTHER PALETTES (CONTINUED)



5

STYLE SHEETS

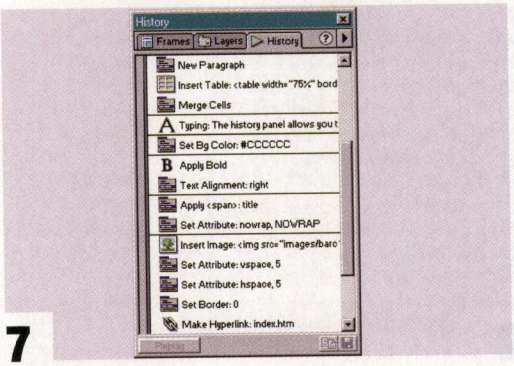
Style sheets enable you to change text attributes such as size and colour just by clicking on the style. There are two kinds in *Dreamweaver*: HTML styles will embed tags directly around your selection, while CSS styles link through to the associated style sheet.


Site Definition for Unnamed Site 1
Category
Local Info
Remote Info
Design Notes
Site Map Layout
File View Columns
Local Info
Site Name: My first site
Local Root Folder: C:\sites\number1
Refresh Local File List Automatically
HTTP Address: http://www.myfirstsite.com
This address enables the Link Checker to detect HTTP links that refer to your own site.
Cache: Enable Cache
The cache maintains file and asset information in the site. This speeds up the Asset panel, link management, and Site Map features.
OK
Cancel
Help

6

BEHAVIOURS

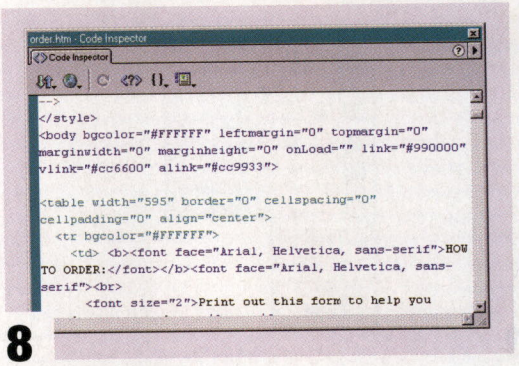
The term 'behaviours' is *Dreamweaver*-speak for JavaScript. Like JavaScript, behaviours must be associated with an event, such as a mouse click or a page loading. Scripts for popular tasks are available, although it is possible to hand-code scripts or download others.



7

HISTORY

The History palette provides the option to backtrack a number of steps in your work, as well as saving a sequence as one command, should you need to batch-process elements of your code. Recording sequences is possible through the Document window's Command menu.



8

CODE INSPECTOR

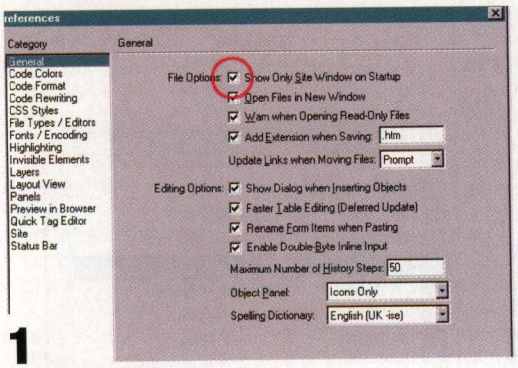
The Code Inspector provides a separate window for you to keep an eye on your page code, should the split screen option of the Document window be insufficient. Combined with the Document window's Design view, this provides fantastic control over your output.

PRACTICAL WEB TIP

How to use contextual menus

When you have an object or table cell selected, you can often make changes quickly by right-clicking on it (or holding down Control and clicking if you are on a Mac). This gives you a contextual menu of options related to the selected object.

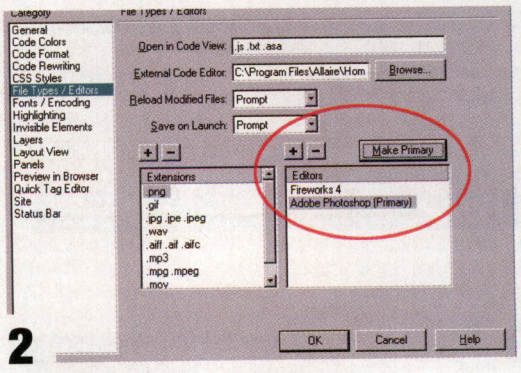
PART 6 GETTING STARTED



1

STARTUP PREFERENCES

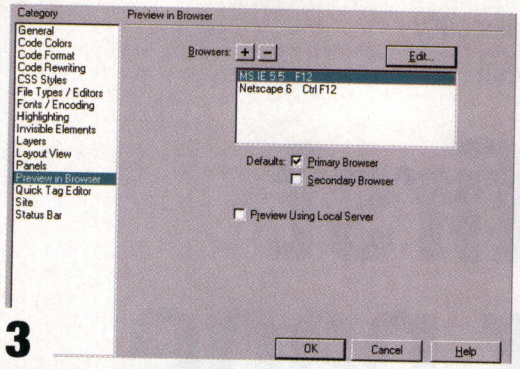
Dreamweaver has a curious configuration which launches a Document window on startup. You can change this through Edit > Preferences: choose General and tick 'Show only site window at start-up'. It's a useful change, as the Site window is arguably the core of the software.



2

CHANGE YOUR IMAGE EDITOR

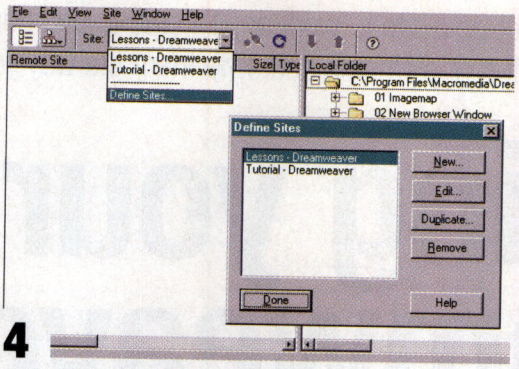
In the same category, you might prefer to specify your own image-editing software. Click the + symbol and locate your graphics package – OK this and click the Make Primary button. You now have the chance to launch and edit your graphics straight from the Document window.



3

BROWSER PREVIEWS

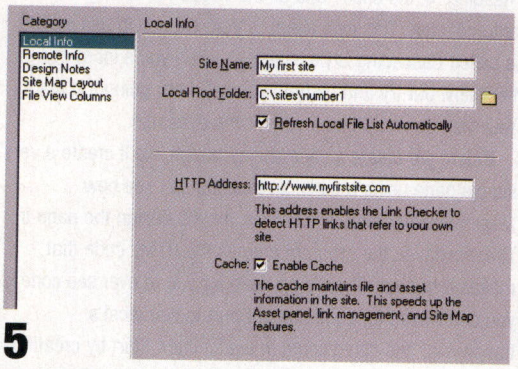
In the Preview in Browser category, you can add a secondary browser. Now you can preview your pages instantly in your primary browser by hitting your keyboard's F12 button, or in the secondary browser using Control + F12 on a PC or Command + F12 on a Mac.



4

DEFINE YOUR SITE

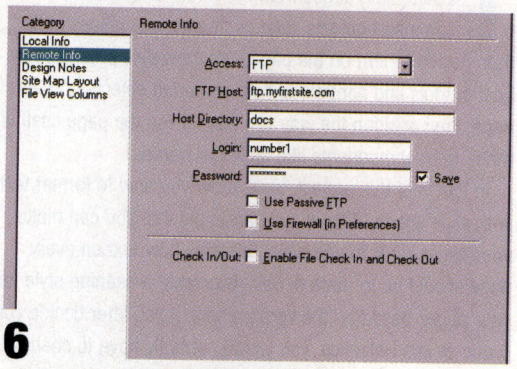
Before we can get into creating our first page, we need to define our site's root folder, where all the site files and directories are stored. Go to the Site window and select the Define Sites option in the Site drop-down menu. Click the New button to access the Site Definition window.


Category
Local Info
Remote Info
Design Notes
Site Map Layout
File View Columns
Local Info
Site Name: My first site
Local Root Folder: C:\sites\number1
Refresh Local File List Automatically
HTTP Address: http://www.myfirstsite.com
This address enables the Link Checker to detect HTTP links that refer to your own site.
Cache: Enable Cache
The cache maintains file and asset information in the site. This speeds up the Asset panel, link management, and Site Map features.

5

SET UP YOUR LOCAL FOLDER

Complete the details for the local info category by entering a name, local root folder and HTTP address. Check the Enable Cache option to ensure your Site Management tools function efficiently and then select the Remote Info category.



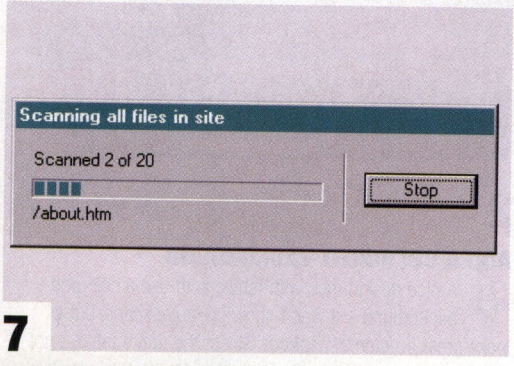
6

CONFIGURE YOUR SERVER ACCESS

Selecting your method of accessing your site's server prompts specific configuration options. In most cases you'll use FTP. Enter the relevant details for Remote Info and ignore the Check In/Out preferences for now. None of the other categories is essential so click OK.

JARGON BUSTER

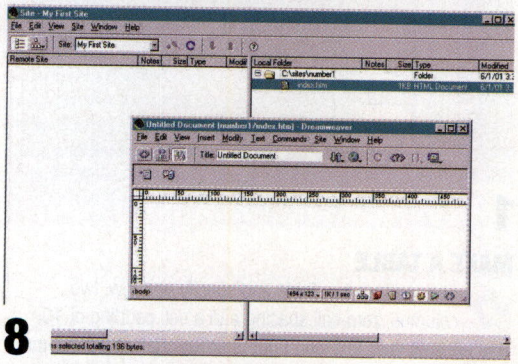
◆ **Local** The term 'local' is used to distinguish a system that's part of your personal set-up from a 'remote' system that you may access from a distance. So a network that you plug into at work is a local network, while a network that you connect to over the phone is remote.



7

MAKING A SITE CACHE

Dreamweaver will now cache the contents of your new site. If you are defining an existing site which you want to manage in *Dreamweaver*, it is at this point that the cache will determine your site's contents and assets and the files' relationships with each other.



8

OPEN YOUR HOME PAGE

Back in the Site window, you should have an empty window. Go to File > New File and you'll notice an untitled file has been created – rename this to index.htm and open it – you are now ready to start working on your new site's home page, and all the other pages to follow...

Now you can set up a site to work on, it's time to add pages. It's easy to introduce different elements and style them the way you want

Making your first Dreamweaver page

IN BRIEF ...

Project skill level

1 2 3 4 5 6 7 8

What you need

- This project is designed for *Dreamweaver 4* but will work in *Dreamweaver MX*
- You also need a browser able to display Cascading Style sheets – Internet Explorer 4 or Netscape 4 and later versions

Project time

15 minutes

LEARN HOW TO

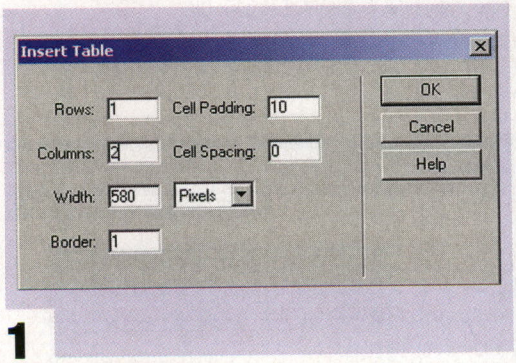
- Insert a table and establish a basic page design
- Add images and other objects into your page structure
- Create style sheets to make text look consistent across your site

The idea of *Dreamweaver* is to act as a way of assembling pages from individual components. You can insert objects such as images and pieces of text, then position them on the page. *Dreamweaver* provides a host of tools and controls to help you bring objects into the page, then position the way you want. Even the page itself is made from components like tables or frames.

In Part 3 of this project, we'll show you how to format text with style sheets. This is a separate file that you can make your pages refer to and which dictates how text on every page should be formatted. Say you create a heading style for your pages based on the Verdana font. If you later decide you prefer to use Helvetica, you would normally have to change the headings on every page, one by one. If you use a style sheet, though, you can just change the style you've labelled 'heading' in the sheet, and all the pages will change automatically. The style sheet system we use in this project is called Cascading Style Sheets: it gives you a lot of design flexibility, but try and restrain yourself from going too mad! Your visitors won't thank you for the eyestrain.

Before we create a style sheet, though, we'll create a very simple page using a table, so that you can see how *Dreamweaver* creates its effects. As you design the page in *Dreamweaver*, the program creates the HTML code that makes it happen. There's no need for you to ever see code if you don't want to, but it doesn't hurt to see what's happening, and could come in useful later. Start by creating a blank page.

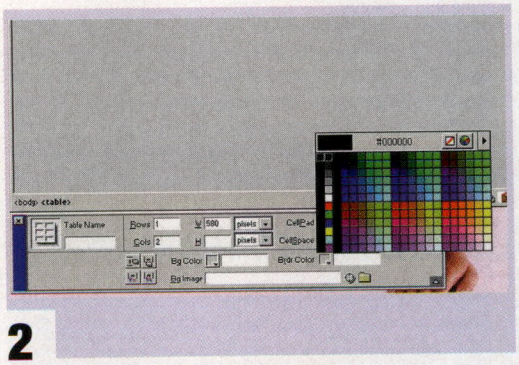
PART 1 SET UP A TABLE



1

MAKE A TABLE

Click on Insert > Table and specify one row, two columns, zero cell spacing and a cell padding of 10. This ensures your text won't get jammed against the column edges. Then make your table 580 pixels wide so it works at smaller browser resolutions, and give it a one-pixel border.

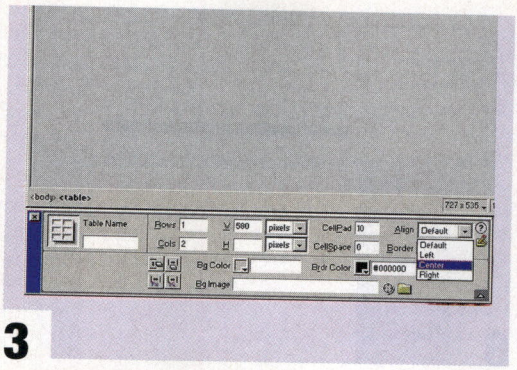


2

ADD A COLOURED BACKGROUND

A nice design trick with tables is to use a coloured background – it won't show up in *Netscape*, but it looks great in *Internet Explorer*. Select the entire table – not the columns – and go to the Properties Panel. Click on Brdr Color (Border Colour) and choose black (#000000).

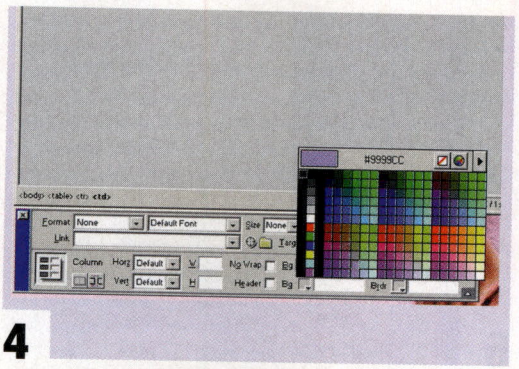
SEE ALSO Find out more about what you can achieve with tables in 'Layout and page design techniques', **page 32**
Acquaint yourself with the official specification and read hints and tips for use at **www.w3.org/Style/CSS**



3

ALIGN YOUR TABLE

By default, the table will appear in the top left of the page. That's fine at lower resolutions, but it means the site will look a bit lost if someone's viewing it full screen. A centred table looks better: select the table, go to the Properties Inspector and select Align > Center.

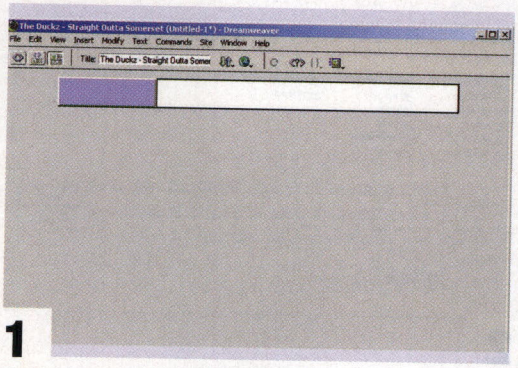


4

CHANGE A COLUMN COLOUR

It's time to get colourful. Select the left column of the table and, in the Properties Inspector, enter the appropriate HTML colour code, or choose a colour from the palette. We're going to use a pastel theme in this project, so we'll choose #9999CC – a soft blue.

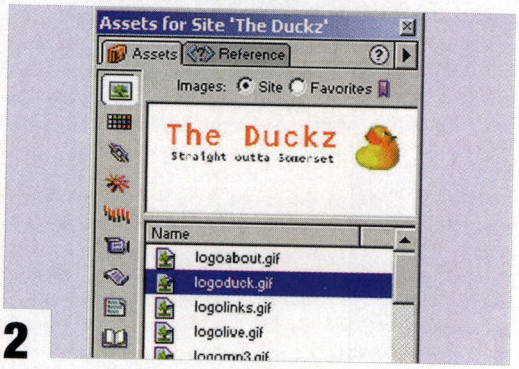
PART 2 FORMAT YOUR FIRST PAGE



1

CHOOSE YOUR PROPORTIONS

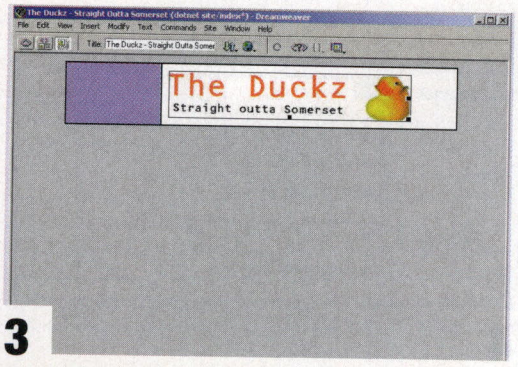
Resize the left column until it's roughly an inch wide on your screen – this is where the navigation bar will go. The right-hand column is where the site's text will appear; select this column and choose white (#FFFFFF) from the palette. Save your file as 'index.htm' when you've done this.



2

PICK AN IMAGE

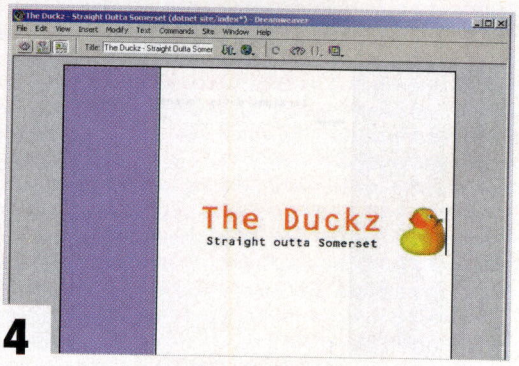
In *Dreamweaver's* Assets Panel, press the Refresh button, then click on the Images button (the very top icon on the left-hand side of the panel). All the images in the site folders will now be listed in the lower pane. Clicking on a file name displays a preview of the image.



3

ADD AN IMAGE

Click on the appropriate image in the Assets Panel and hold down the left mouse button. Drag the mouse over the part of your page where you want the image to appear, and drop the image into the white column. Once you've done this, align the image to the right.



4

EXPAND YOUR TABLE

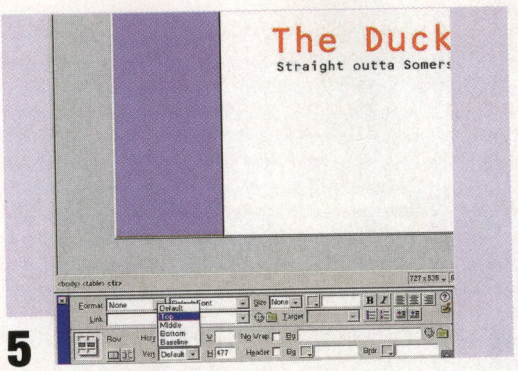
Select the table, grab the bottom point and drag it down the screen until the table resembles a complete page. You can do this in three ways: by dragging the mouse pointer, by entering a value in the Properties Inspector's H (Height) box, or by manually editing your HTML code.

PRACTICAL WEB TIP

Which image format should I use?

Of the image formats Web browsers are able to display, two dominate. GIF is better for images with sharp lines and areas of flat colour, such as logos, icons, buttons and cartoons. JPEG works better for images with varying tones, such as photos.

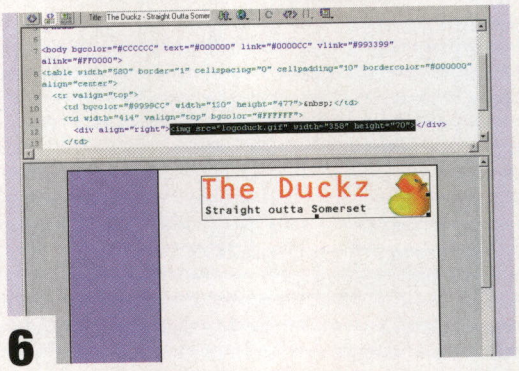
PART 2 FORMAT YOUR FIRST PAGE (CONTINUED)



5

REALIGN YOUR IMAGES

By default, *Dreamweaver* places all objects halfway down the table cell. To fix this, highlight both columns, go to the Properties Inspector and select Vert > Top. This will place all objects in the table at the top of each column. Save the file when you've done this.



6

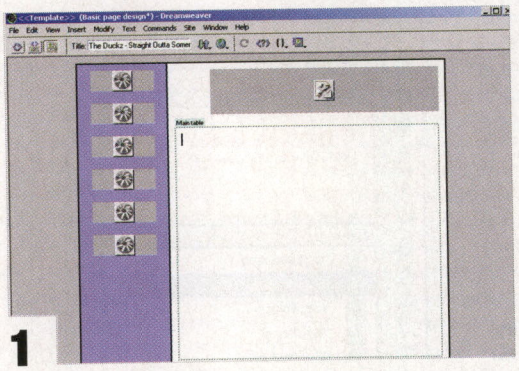
VIEW YOUR RESULTS AS HTML

With a very basic page in place, you can see how *Dreamweaver* creates its HTML code. Click on the 'Show design and code views' button in the Document toolbar to see the code. If you click on any part of the visual design, the appropriate HTML is selected above.

JARGON BUSTER

- **Placeholder** If an image on your page is missing, *Dreamweaver* instead presents a placeholder, which shows where the image or other object should be and what proportions it occupies.

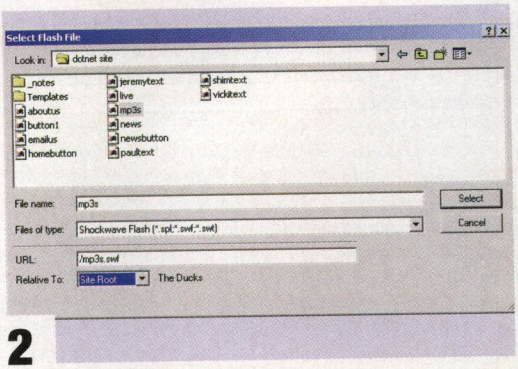
PART 3 ADD A STYLE SHEET



1

MAKE A TEMPLATE

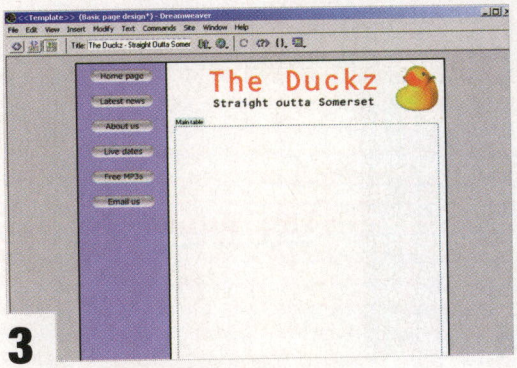
To practise using style sheets, duplicate a page you have already made and save it as a template, which you can use as a model for more pages. You may find that, as in our page above, the images and buttons you used have disappeared, with only their **placeholders** left behind.



2

LOCATE YOUR IMAGES

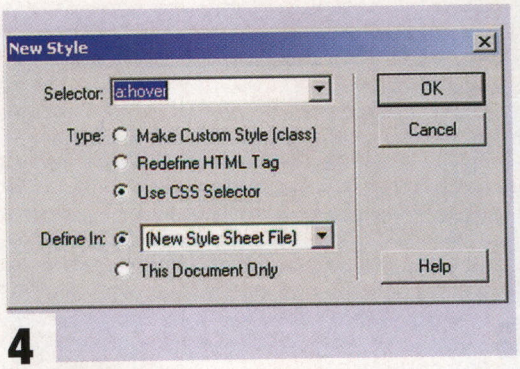
The buttons and images have disappeared because this practice page isn't stored in the same folder as the site itself. To fix this, double-click on each placeholder, locate the appropriate file, and make sure that the 'Relative to' option for each button is set to Site Root.



3

MAKE A STYLE SHEET

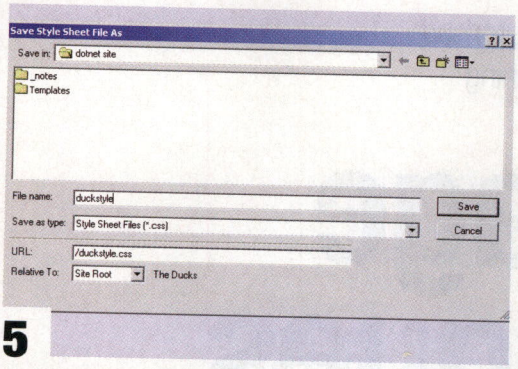
Making this change means you can move this page wherever you want for now, but everything will work correctly when your site's uploaded. Now it's time to add some style sheets to your document: click on Text > CSS Styles > New Style to get started.



4

CHANGE A STYLE

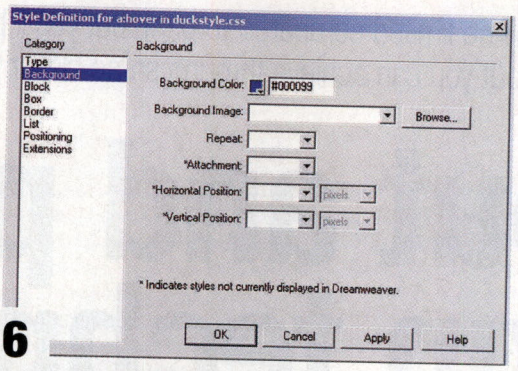
The next step is to choose the style you want to change. Click on 'Use CSS Selector' then choose a:hover – this enables you to change the appearance of a link when the user's mouse is over it. Make sure the 'Define In' box says (New Style Sheet File) and then click on OK.



5

SAVE YOUR STYLE SHEET

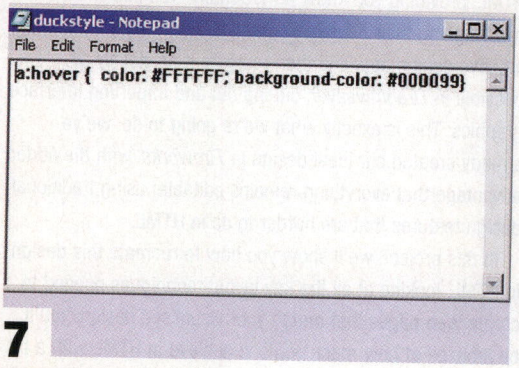
Before you can start editing your style sheet, you need to save it. Always use a meaningful file name so you won't forget what it is. Save the file in the main folder of your site, and again make sure the 'Relative To' option is set to Site Root.



6

DEFINE YOUR STYLE

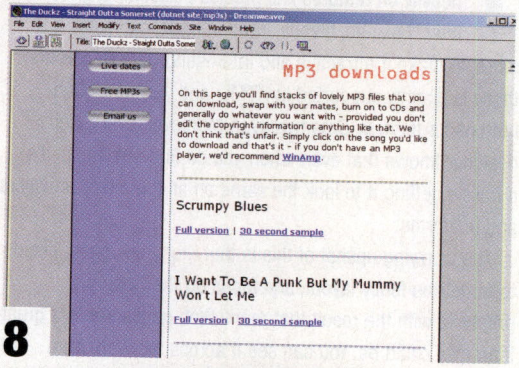
We want text to appear in white on a blue background whenever the visitor's mouse is over a link. Click the Type category and pick white for the foreground colour, then click on Background and choose a dark blue. Click OK and close the Style Sheet dialogue box.



7

SEE HOW IT WORKS

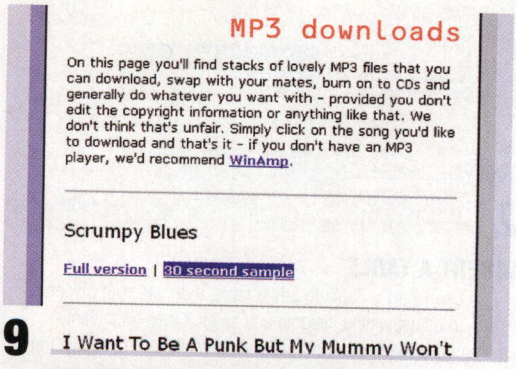
Open your style sheet in a text editor such as *Notepad*, and you should see a single line of text as shown here: a:hover tells the browser that you're setting the properties for when the mouse pointer is over the link, and the rest of the line specifies the foreground and background colours.


MP3 downloads
On this page you'll find stacks of lovely MP3 files that you can download, swap with your mates, burn on to CDs and generally do whatever you want with - provided you don't edit the copyright information or anything like that. We don't think that's unfair. Simply click on the song you'd like to download and that's it - if you don't have an MP3 player, we'd recommend WinAmp.
Scrumpy Blues
Full version | 30 second sample
I Want To Be A Punk But My Mummy Won't Let Me
Full version | 30 second sample

8

MAKE A PAGE FROM YOUR TEMPLATE

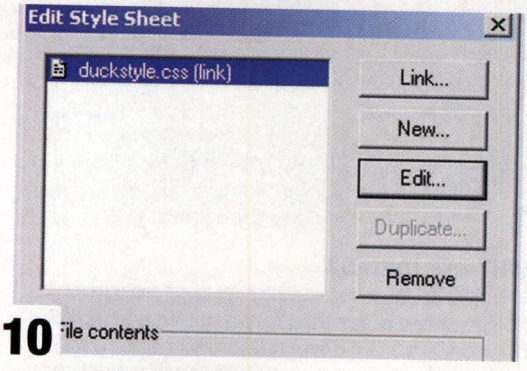
In *Dreamweaver*, create a new page (File > New From Template). Add your text and make any links bold to ensure that your page is clear. In this example, we're creating a link to download the *WinAmp* MP3 player, using the _blank option in the Target field to open the link in a new window.


MP3 downloads
On this page you'll find stacks of lovely MP3 files that you can download, swap with your mates, burn on to CDs and generally do whatever you want with - provided you don't edit the copyright information or anything like that. We don't think that's unfair. Simply click on the song you'd like to download and that's it - if you don't have an MP3 player, we'd recommend WinAmp.
Scrumpy Blues
Full version | 30 second sample
I Want To Be A Punk But My Mummy Won't

9

CHECK YOUR STYLE SHEET SETTINGS

Now we'll check that the link settings work properly. Move the mouse pointer over any of the links in your page – if everything's gone to plan, the link should change to white text on a dark blue background and return to normal when you move the mouse away from it.



10

EDIT YOUR STYLE SHEET

Style sheets aren't just limited to fancy text effects – you can use them to control almost any aspect of your page. To add more parameters to your style sheet or change existing settings, click on Text > CSS Styles > Edit Style Sheets > Edit.

JARGON BUSTER

- **Dialogue box** A box that appears in *Dreamweaver* and other programs when the software needs to gather more information about what you need. You typically have a set of options to choose between, then click OK to confirm your choices.

PRACTICAL WEB TIP

Should I change link colours?

The standard text hyperlink is blue and underlined. Although we've changed this link behaviour in this project as an example of CSS's power, you should be wary of changing link colours without a good reason – you could end up simply confusing your site visitors.

Web design may be limited compared to print, but you'll be surprised how good a layout you can achieve through some clever planning

Layout and page design techniques

IN BRIEF...

Project skill level

1 2 3 4 5 6 7 8

What you need

- This project is designed for *Dreamweaver 4*, but will work in *Dreamweaver MX*

Project time

45 minutes

LEARN HOW TO

- Build a design grid into which you can place text and images
- Blend images and HTML to make seamless background effects
- Use nested tables to divide up your page intelligently

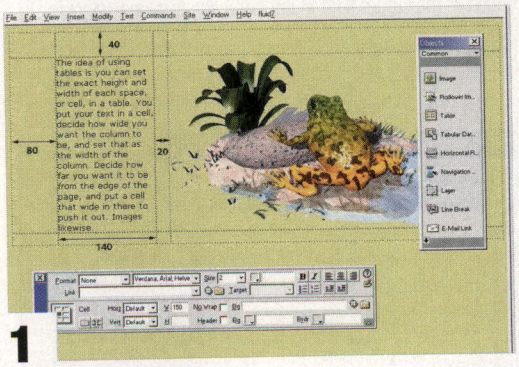
Traditional design, in magazines for example, relies heavily on features like precise positioning, grids, lines, boxouts, bleeds, wraparounds, cut-outs and more, to make it attractive and interesting. Yet not one of these is directly supported in HTML, and you won't find buttons for them in *Dreamweaver*. Moreover, every Web designer knows that even when you do find a solution, it's a hassle getting it to look the same on all the major browsers and platforms.

The worrying upshot of this is that many designers decide to forget the fancy layout, and focus on the Flash and graphics, with the result that many Web pages are less great than they could be. You can see it across the Web, from massive media portals to small company brochure sites.

However, it is possible to achieve all of these effects in HTML, providing you know how. Usually Web designers start by designing their page in *Photoshop*, *Fireworks* or another intuitive design app, and then recreate it as closely as possible in *Dreamweaver*, cutting out and importing interface graphics. This is exactly what we're going to do: we've already created our ideal design in *Fireworks* (with the added advantage that everything remains editable) using traditional design features that are harder to do in HTML.

In this project. we'll show you how to recreate this design in HTML, looking at all the key layout techniques needed to create Web pages that match your visualised design. you'll be amazed at how much you can achieve in HTML with a bit of thinking ahead.

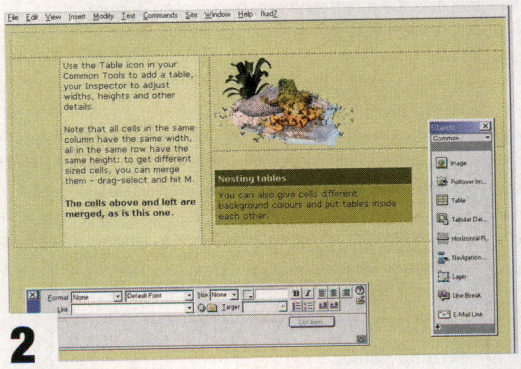
PART 1 POSITIONING, BOXES AND TYPE


The idea of using tables is you can set the exact height and width of each space, or cell, in a table. You put your text in a cell, decide how wide you want the column to be, and set that as the width of the column. Decide how far you want it to be from the edge of the page, and put a cell that wide in there to push it out. Images likewise.
40
80
20
140

1

WHY USE TABLES?

With tables, you can set the exact height and width of each area on your page. You put your text in a cell, decide how wide you want the column to be, and set that as the width of the cell. Decide how far you want it to be from the edge of the page, and put a cell in there with that width to push it out.


Use the Table icon in your Common Tools to add a table, your Inspector to adjust widths, heights and other details.
Note that all cells in the same column have the same width, all in the same row have the same height: to get different sized cells, you can merge them - drag-select and hit M.
The cells above and left are merged, as is this one.
Nesting tables
You can also give cells different background colours and put tables inside each other.

2

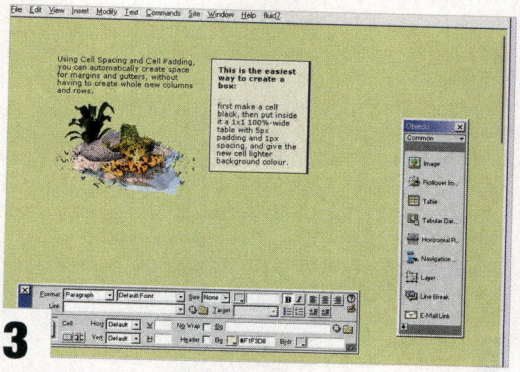
INSERT A TABLE

Use Insert > Table to add a table, then use your Inspector to adjust widths, heights and so on. Cells in the same column have the same width, and all the cells in a row have the same height. To get different-sized cells, you can merge them – drag-select and hit M. Then give the table a background colour.

SEE ALSO Learn how to integrate animation clips and other multimedia into your pages in 'Working with Flash', **page 48**
Bring a stronger design aesthetic into your work with Web Page Design For Designers at **www.wpdfd.com**

JARGON BUSTER

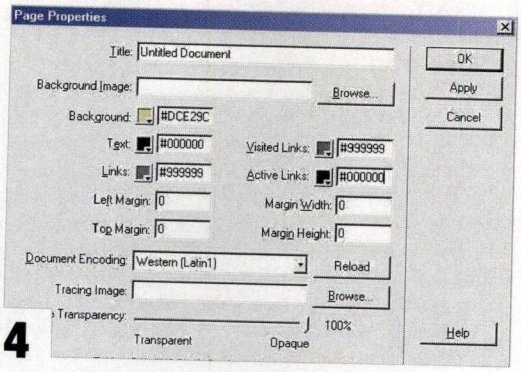
- **Cell** A block within a table.
- **px** Short for pixel – a single dot on the screen.


Using Cell Spacing and Cell Padding, you can automatically create space for margins and gutters, without having to create whole new columns and rows.
This is the easiest way to create a box:
first make a cell black, then put inside it a 1x1 100%-wide table with 5px padding and 1px spacing, and give the new cell lighter background colour.

3

ADD A BOX TO YOUR DESIGN

Using Cell Spacing and Cell Padding, you can create space for margins and gutters without making new columns and rows. To create a box within your design: first make a cell black, then put a 1x1 100 per cent-wide table with 5px padding and 1px spacing inside it.

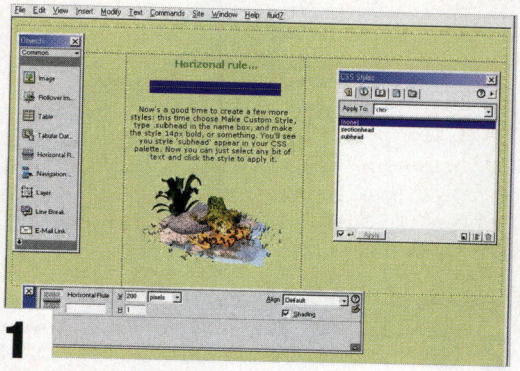


4

SET YOUR PAGE PROPERTIES

Give the new cell a lighter background colour. Now click Modify > Page Properties to set basic features like the background colour, main text and link colours and page margins. We're using #DCE29C for the background, and 0 for all four margin settings to make calculations easier later.

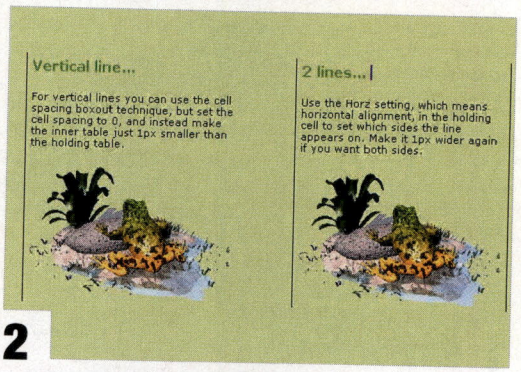
PART 2 LINES AND EDGES



1

ADD A SINGLE DIVIDING LINE

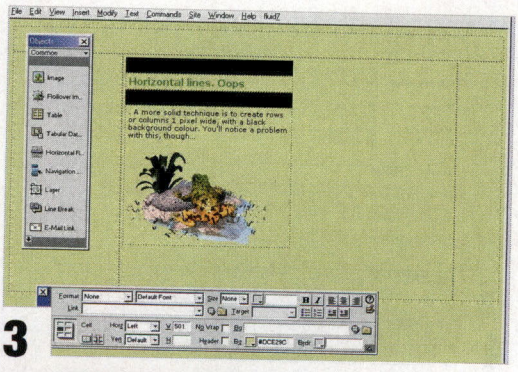
Often in layout design you want just a single line dividing elements, rather than placing one element in a box. You can use the HTML horizontal rule in your Common Objects panel, but this doesn't offer much control over its appearance, and it has no vertical counterpart.


Vertical line...
For vertical lines you can use the cell spacing boxout technique, but set the cell spacing to 0, and instead make the inner table just 1px smaller than the holding table.
2 lines...
Use the Horz setting, which means horizontal alignment, in the holding cell to set which sides the line appears on. Make it 1px wider again if you want both sides.

2

ADD A VERTICAL DIVIDING LINE

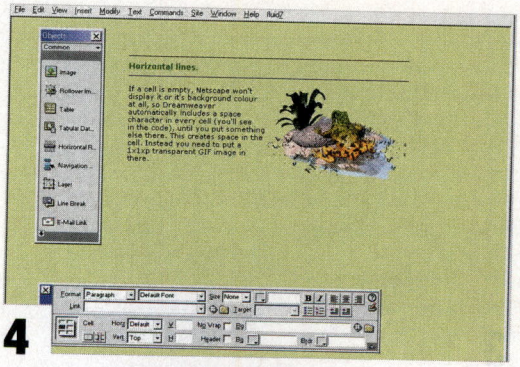
For vertical lines, use the cell spacing box technique above, but now set Cell Spacing to 0 and make the inner table just 1px thinner than the holding table. Use the Horz (horizontal alignment) setting in the holding cell to set which side the line appears on. Make it 1px wider if you want both sides.



3

ALTERNATIVE TECHNIQUES

This won't work so well with horizontal lines, because you can't exactly control the flow of text, and therefore the heights of cells, in different browsers. A more solid technique is to create rows or columns one pixel wide, with a black background colour. You'll notice a problem with this, though...



4

MAKE THE CELL THE RIGHT SIZE

If a cell is empty, *Netscape* won't display it or its background colour at all, so *Dreamweaver* automatically includes a space character in every cell (you'll see ' ' in the code) until you put something else there. This creates too much space in the cell, so insert a 1x1px transparent GIF image.

PRACTICAL WEB TIP

Why you love transparent GIFs

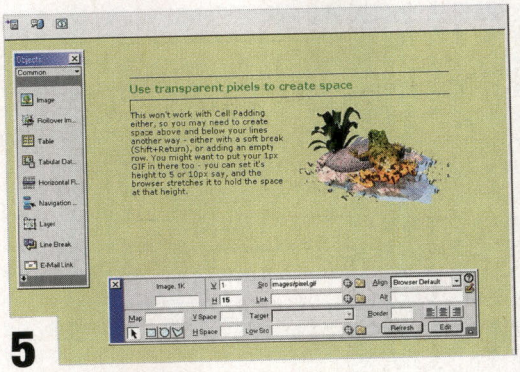
A single-pixel transparent GIF is a key weapon in a Web designer's armoury: it helps you arrange objects and complete other fiddly tasks with complete accuracy. If you want a 4px gap, for example, arrange four single-pixel GIFS in a row.

PRACTICAL WEB TIP

The easy way to select table cells

You can select a table cell quickly by holding down Control (or Command on a Mac) and clicking within the cell. Hold down Control and click other cells to make a multiple selection, or click and drag to select several adjacent cells.

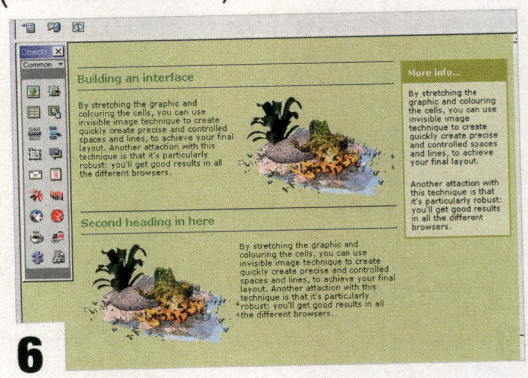
PART 2 LINES AND EDGES (CONTINUED)


Use transparent pixels to create space
This won't work with Cell Padding either, so you may need to create space above and below your lines another way - either with a soft break (Shift+Return), or adding an empty row. You might want to put your 1px GIF in there too - you can set it's height to 5 or 10px say, and the browser stretches it to hold the space at that height.

5

PARAGRAPH BREAKS

You may need to create space between paragraphs another way – either with a soft break (Shift + Return), or by adding an empty row. You might want to put your 1px GIF in there too – you can set its height to 5 or 10px, say, and the browser stretches it to hold the space at that height.

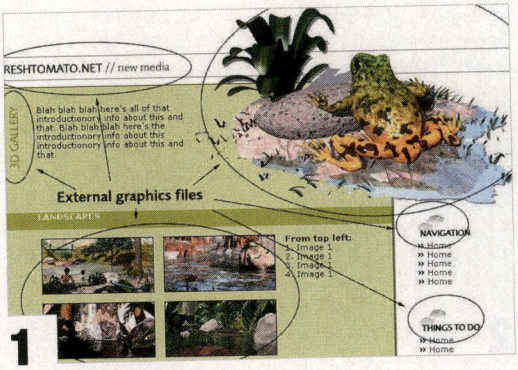

Building an interface
By stretching the graphic and colouring the cells, you can use invisible image technique to create quickly create precise and controlled spaces and lines, to achieve your final layout. Another attaction with this technique is that it's particularly robust: you'll get good results in all the different browsers.
More info...
Second heading in here

6

ACCURATE LAYOUT

By stretching the GIF file and colouring the cells, you can use this invisible image technique to quickly create precise and controlled spaces and lines and achieve your final layout. Another plus for this technique is that you'll get good results in all the different browsers.

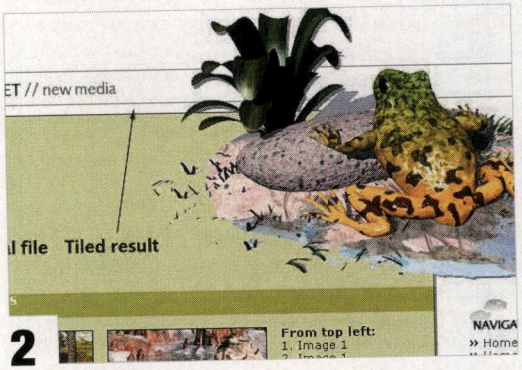
PART 3 BACKGROUND TECHNIQUES



1

THE DESIGN PROCESS

The idea of Web design, just like print, is to sort out your designs, layout and copy within *Dreamweaver*, and then bring in images and graphical elements from *Photoshop*, *Illustrator*, *Fireworks* and other programs, to add specific visual features to your design.



2

CLEVER REPETITION

It's essential to keep file sizes as small as possible and reuse graphics wherever possible, to keep download times short. Your visitor has to download a file just once, even if it's in your design a hundred times. Here, the background lines are created by a single file, repeated many times over.

JARGON BUSTER

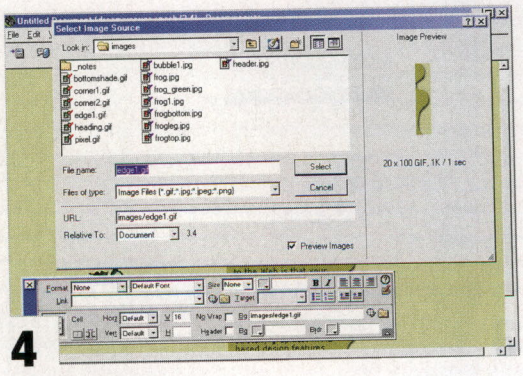
- **Platform** The combination of computer processor and operating system that someone uses – for example, PCs running Windows and Linux would be regarded as different platforms even if the computer is the same model. Different platforms show Web page text at different sizes.

Stretchy graphics
Another feature unique to the Web is that your page is always changing shape and size, depending on your viewer's browser and the size of text on their platform. So you need to be able to create stretchy graphics. HTML-based design features naturally tend to be stretchy, but graphics don't look good if you distort them.
Stretchy graphics

3

COPING WITH SCREEN DIFFERENCES

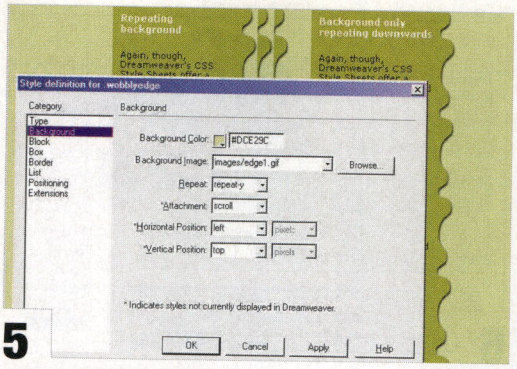
Your Web page is always changing shape and size, depending on your viewer's browser and the size of text on their platform. So you need to be able to create 'stretchy' graphics that can fit whatever space they're required to. The trouble is that most graphics don't look good if you distort them.



4

TILED GRAPHICS

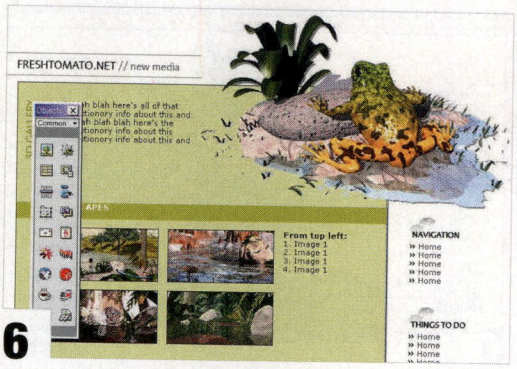
Instead, you can create seamless tile graphics, and use HTML's background setting, which repeats an image as many times as it takes to fill the space. You can set a background image for your page under Modify > Page Properties , or you can set it for any table cell using the bg slot in your Inspector.



5

CSS BACKGROUNDS

CSS offers a much more powerful and trusty solution. Create a new style called .wobblyedge, and click the Backgrounds tab in the Style editor. Here you can set whether the tile repeats or not, and choose whether it goes in just one direction, scrolls with the page, or has an offset.



6

SUPERIMPOSING GRAPHICS

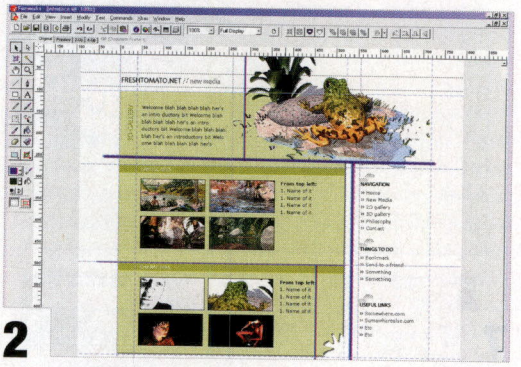
HTML backgrounds also offer the most reliable and effective way to flow one interface element over another, or superimpose graphics. If we'd used lines created from cells, we'd only be able to run them up to the edge of the rectangular frog image file.

PART 4 CREATING A GRID

1

PREPARATION

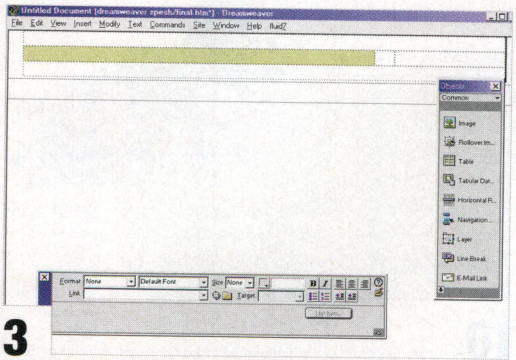
For this part, you'll need three programs – *Dreamweaver*, your graphics program with your interface design, and your browser – open at the same time. Open a fresh document in *Dreamweaver*, set up your basics, then take a look at the interface design and work out what the main table areas will be.



2

DIVIDING YOUR PAGE

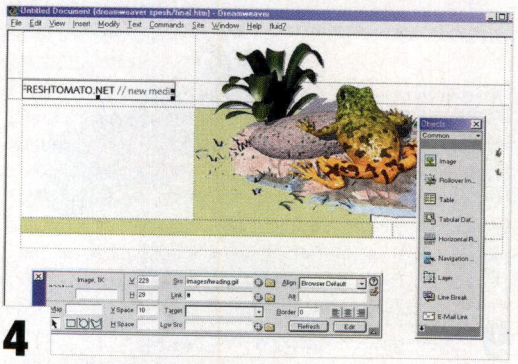
Here you can see how we're going to divide things up: one big cell to hold the top area, using tested tables, and one for the main content and update area, and one for the navigation area. The paler lines show how we'll break up nested tables. All the HTML code should come to no more than 10K.



3

MAKE THE MASTER TABLE

Set the background image in place, then create a simple 3x3 (rows x columns) table, 720px wide. This will hold your whole page. Merge the cells in both the top and bottom rows, then set the widths of the middle three cells to 525, 30 and 165 pixels respectively, and colour the left of these '#DCE29C'.



4

SUB-DIVIDING TABLES

In the top cell, add a new 2x2 table, 720px wide, and set the columns to 260 and 460. Then merge the right-hand pair and put the frog.jpg image in here. Set the height of the top left cell to 113px, set its Vert (vertical align) to bottom, then put the heading.gif graphic in here, and set its V Space to 10.

PRACTICAL WEB TIP

Using hexadecimal colour values

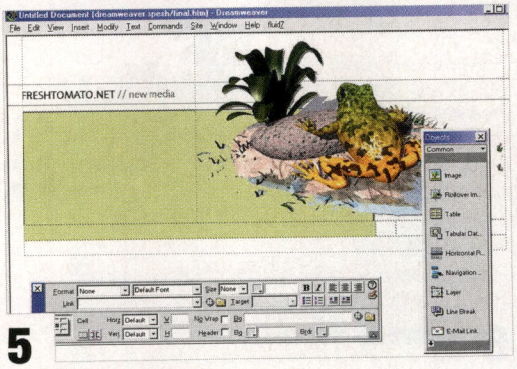
The background colours in this project are described using the hexadecimal system, which uses 16 values rather than decimal's ten values. In hexadecimal, 9 is written as 9, 10 as A, 15 as F and 16 as 10. Some technically-minded Web designers prefer the system, as it's closer to how computers think. If you enter a value into *Dreamweaver*, adding the # symbol before the number makes it hexadecimal.

PRACTICAL WEB TIP

Widths as percentages

If you create a table with a width of 100 per cent rather than using a fixed width in pixels, it will adjust its width as the overall page size increases or decreases. Percentage-width tables work well when your site visitors are likely to be using computer screens set at different resolutions.

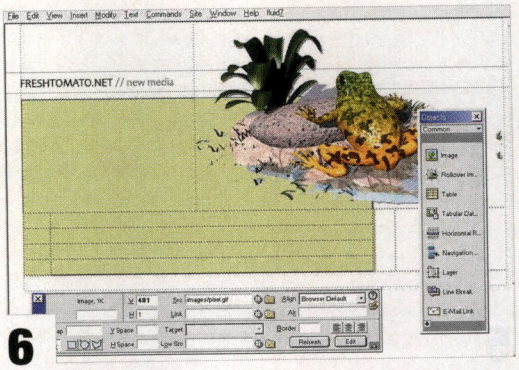
PART 4 CREATING A GRID (CONTINUED)



5

MAKE A BORDER LINE

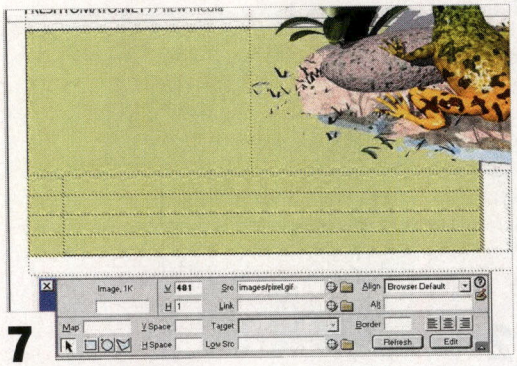
Set the background colour of the empty cell below this, and set its Vert to Top. Then insert a new 2x2, 100 per cent table in here, and set its height to 169. Turn the top row of this into a 1px line, using a transparent GIF and setting the height of the image and the row to 1px, then set its colour to #5E5F4F.



6

CONTENT TABLE

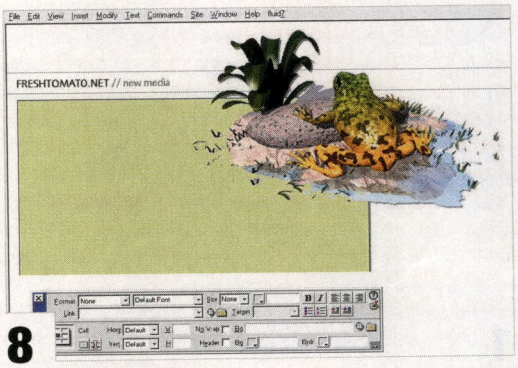
Create a vertical line with the left cell in the same way. Now place your cursor in the long green cell furthest down the page: this is the main content area. Clear its background colour, set its Vertical Align to Top, and insert a 525px, 5x5 table with our green (#DCE29C) as its background colour.



7

CONTINUE THE BORDER

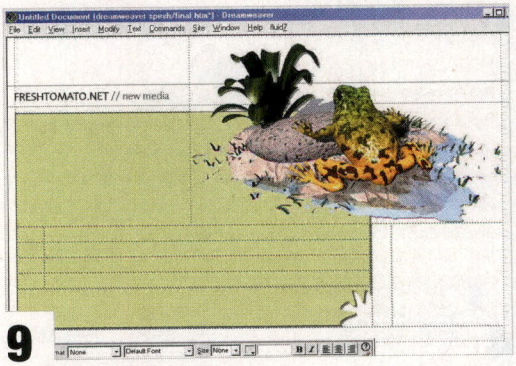
To hold this table's columns exactly in place, you need to put a 1px transparent image in each cell along the bottom row, and set their respective widths to 1, 40, 481, 1 and 2px. Now merge all the cells in the far left column and, a column at a time, in the two columns to the right.



8

PROGRESS CHECK

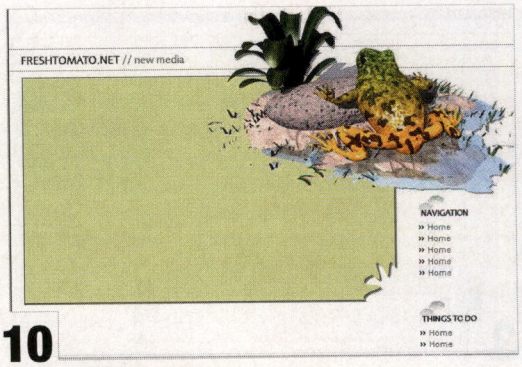
Use your cursor keys to move through the cells, setting the colour of the first and second last to #5E5F4F, and the last to #979692. Use View > Table Borders to hide them for a better preview: your page should look something like this. Under this table, in the same cell, add a 1x2 table, 525px wide.



9

ADD A CORNER MOTIF

Turn the first cell into a 1px border with the colour #5E5F4F, and add the corner1.gif image aligned right in the other cell. Finally, add the bottomshade.gif image as a background image to the second cell, using the Browse button from your Inspector or CSS Style Sheets.

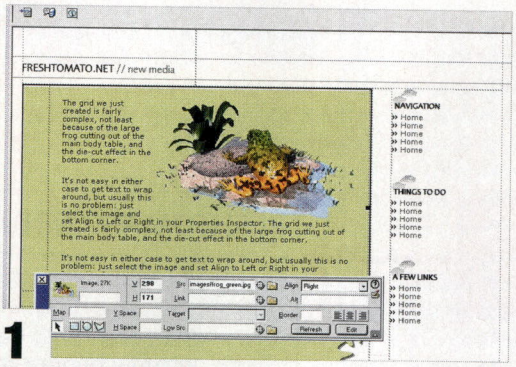


10

THE FINISHED GRID

That's almost it for the grid: you just need to add your navigation system. We didn't use tables for our navigation at all – just text style sheets with a graphic for each of the headings. If your page looks wrong, check it against the one on the CD.

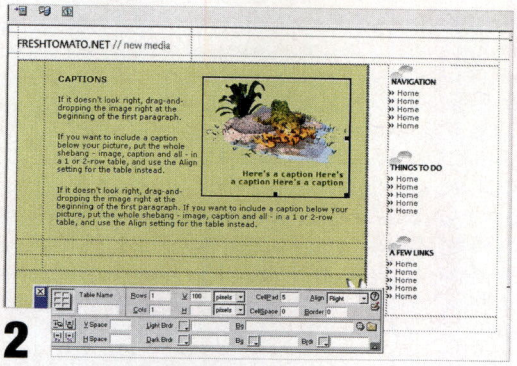
PART 5 WRAPS, BLEEDS AND CUTS



1

WRAPAROUND TEXT

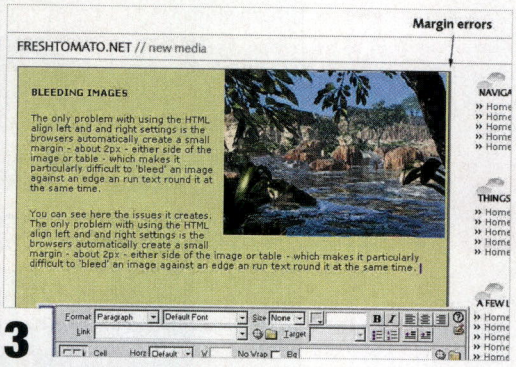
Our grid is fairly complex, not least because of the large frog jutting out of the main body table, and the die-cut effect in the bottom corner. It isn't easy in either case to get text to wrap around, but usually this is no problem: just select the image and set Align to Left or Right in your Properties Inspector.



2

ALIGNING IMAGES

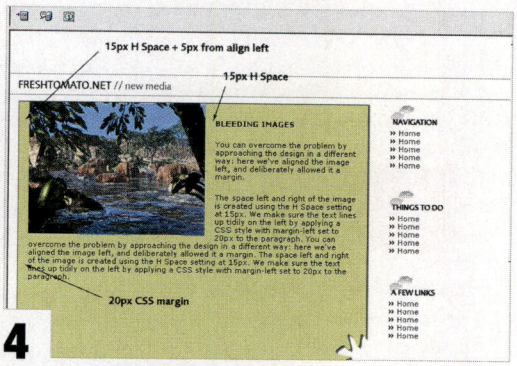
If it doesn't look right, drag-and-drop the image to the beginning of the first paragraph. If you want to include a caption below your picture, put the whole thing, image, caption and all, in a 1 or 2-row table, and use the Align setting for the table instead.



3

ALIGNMENT DRAWBACKS

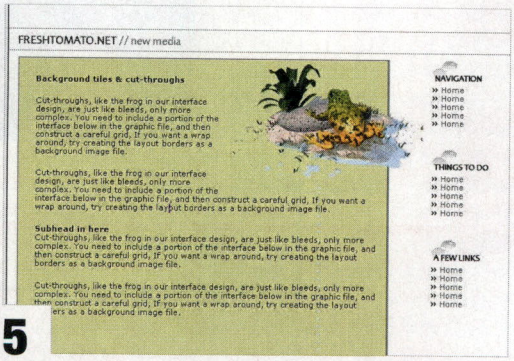
The problem with using the HTML Align Left and and Right settings is that browsers automatically create a small margin either side of the image or table, which makes it difficult to bleed an image against an edge and run text round it at the same time. You can see here the issues it creates.



4

TRY A DIFFERENT DESIGN

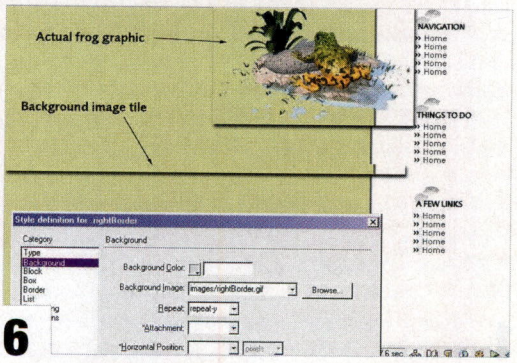
One way round this is to approach the design in a different way: here we've aligned the image left, and given it a margin. The space left and right of the image is created using the H Space setting at 15px. Make sure the text lines up tidily on the left by applying a CSS style with margin-left set to 20px.



5

CUT-OUT IMAGES

Cut-throughs, like the frog in our interface design, are just like bleeds, only more complex. You need to include a portion of the interface underneath in the graphic file, and then construct a careful grid. If you want a wraparound, try creating the layout borders as a background image file.



6

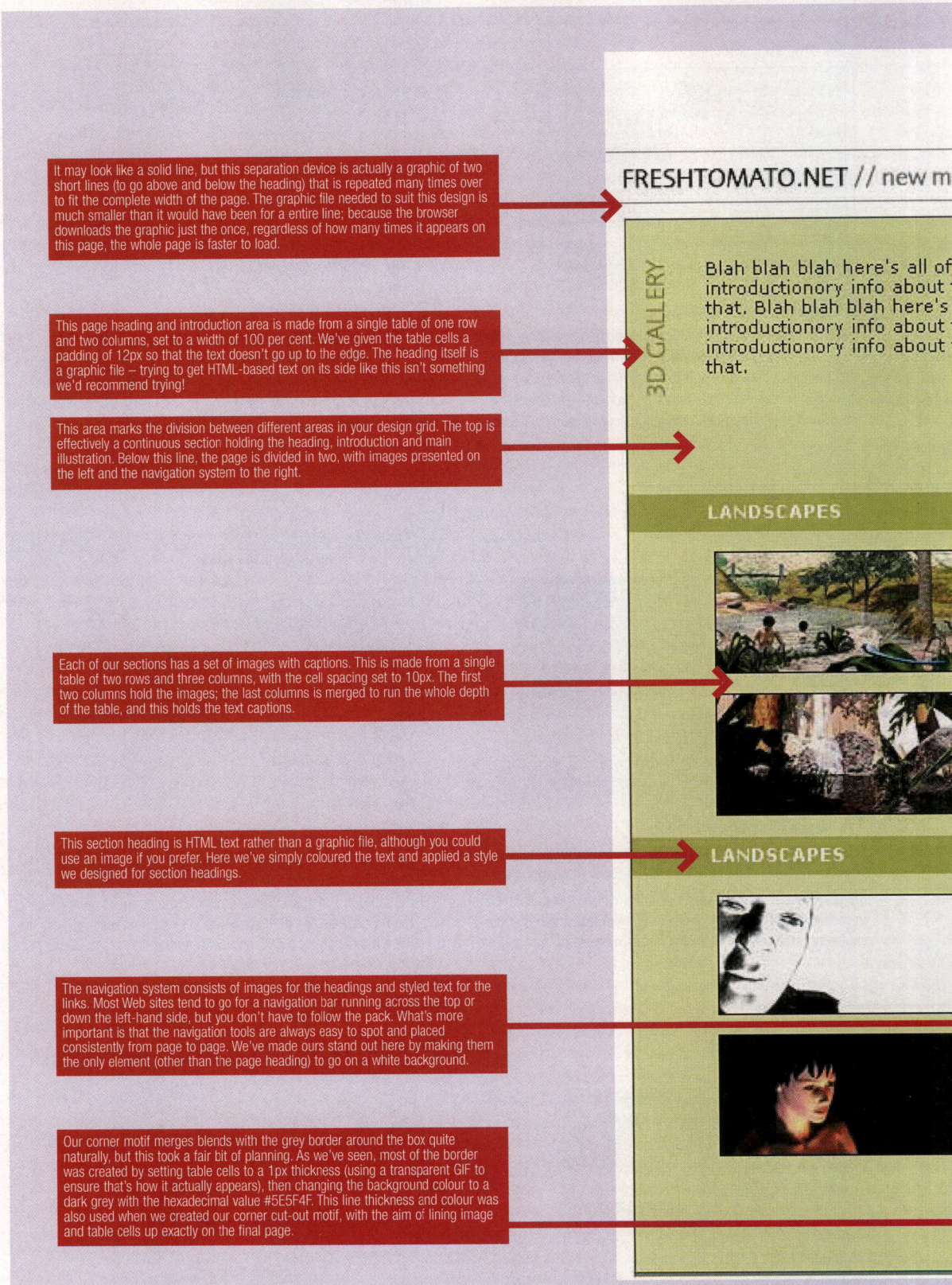
BACKGROUND IMAGES

This is a similar technique to the one we used for the shadow at the bottom of the page in the interface design, to make the die-cut effect possible. Although the background graphic seems large, its file size is less than half a KILOBYTE: just a few sharp, flat colours that compress well as a GIF.

JARGON BUSTER

◆ **Bleed** A publishing term for taking an image or block of colour right to the edge of a page so there's no white space showing – easy in print, less so in Web design.

PART 6 HOW THE DESIGN WORKS


It may look like a solid line, but this separation device is actually a graphic of two short lines (to go above and below the heading) that is repeated many times over to fit the complete width of the page. The graphic file needed to suit this design is much smaller than it would have been for a entire line; because the browser downloads the graphic just the once, regardless of how many times it appears on this page, the whole page is faster to load.
This page heading and introduction area is made from a single table of one row and two columns, set to a width of 100 per cent. We've given the table cells a padding of 12px so that the text doesn't go up to the edge. The heading itself is a graphic file – trying to get HTML-based text on its side like this isn't something we'd recommend trying!
This area marks the division between different areas in your design grid. The top is effectively a continuous section holding the heading, introduction and main illustration. Below this line, the page is divided in two, with images presented on the left and the navigation system to the right.
Each of our sections has a set of images with captions. This is made from a single table of two rows and three columns, with the cell spacing set to 10px. The first two columns hold the images; the last columns is merged to run the whole depth of the table, and this holds the text captions.
This section heading is HTML text rather than a graphic file, although you could use an image if you prefer. Here we've simply coloured the text and applied a style we designed for section headings.
The navigation system consists of images for the headings and styled text for the links. Most Web sites tend to go for a navigation bar running across the top or down the left-hand side, but you don't have to follow the pack. What's more important is that the navigation tools are always easy to spot and placed consistently from page to page. We've made ours stand out here by making them the only element (other than the page heading) to go on a white background.
Our corner motif merges blends with the grey border around the box quite naturally, but this took a fair bit of planning. As we've seen, most of the border was created by setting table cells to a 1px thickness (using a transparent GIF to ensure that's how it actually appears), then changing the background colour to a dark grey with the hexadecimal value #5E5F4F. This line thickness and colour was also used when we created our corner cut-out motif, with the aim of lining image and table cells up exactly on the final page.
FRESHTOMATO.NET // new m
3D GALLERY
Blah blah blah here's all of introductionory info about that. Blah blah blah here's introductionory info about introductionory info about that.
LANDSCAPES
LANDSCAPES

PRACTICAL WEB TIP

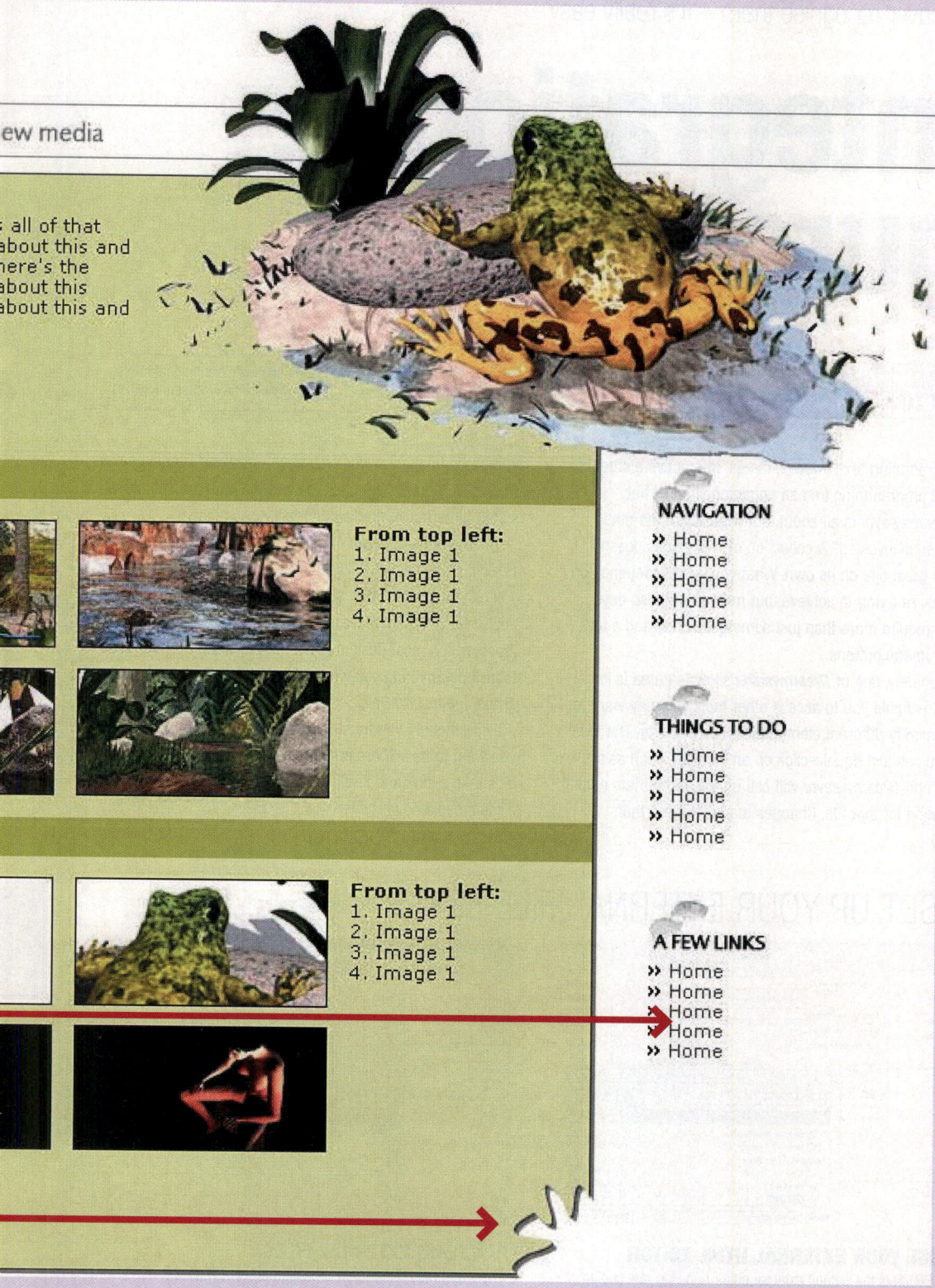
Don't overload your pages

You could add more and more text and images to a page – but how many readers will bother to scroll all the way down? Put the most important information at the top of a page, and don't make the whole page longer than two or three screens' worth of information.

1

ANALYSING THE FINAL DESIGN

In this version of our page, we've added a few more design elements, ready to insert the actual text and images we want to publish. If you save this design as a template, you can re-use it many times over, opening it and dropping in text and photos in a couple of minutes. In this way, it's easy to populate a site quick quickly. By working in an image editor to create a design before even opening *Dreamweaver*, we've been able to create a sophisticated-looking page that works as an integrated whole. The fact that we've used tables means that the page should look consistent between different browsers and platforms.



PRACTICAL WEB TIP

Use height and width tags

Fill in the height and width of each image you use, and pages will load faster, as the browser is able to lay out the entire page first, then load images afterwards. If you don't specify image sizes, you'll see that the page keeps changing proportions as more images load, which can be quite disconcerting.

PRACTICAL WEB TIP

Be consistent, not boring

You don't want every page to look exactly the same, but you do want the site to look neat, so that visitors can find things easily. If you use the same background on every page and keep the home button and navigation system in the same place, there's no reason why you shouldn't vary other elements.

Before you can include other programs into your Web site workflow, you have to help Dreamweaver recognise them – it's really easy

Web integration 1: configuration

IN BRIEF...

Project skill level

1 2 3 4 5 6 7 8

What you need

- This project is designed for *Dreamweaver 4*

Project time

15 minutes

LEARN HOW TO

- Use external programs in close conjunction with *Dreamweaver*
- Change the text editor you use to edit HTML code by hand
- Add new file extenders to *Dreamweaver's* list of formats

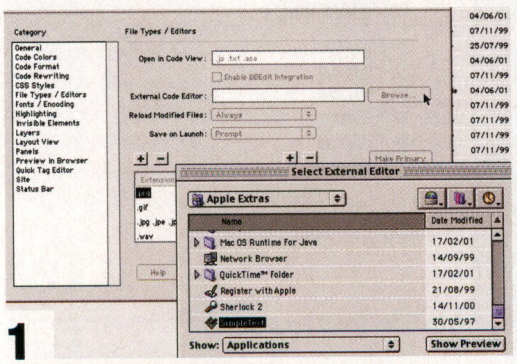
Incorporating text, images, media, interactive elements and programming into an engaging site is what *Dreamweaver* is all about, but what about the other applications involved? A collection of Web pages doesn't make a great site on its own. What you include depends on what you're trying to achieve, but most sites these days usually require more than just some good copy and a few snappy image buttons.

Fortunately, one of *Dreamweaver's* key features is its ability to enable you to access other tools you may want to use to modify different elements of your Web site. The idea is that you can just double-click on an element, such as an image, and *Dreamweaver* will call up the appropriate editing application for that file. Changes made here are than integrated back into your Web page, changing Dreamweaver from a Web publishing package into the hub of a seamless suite of interactive media editors.

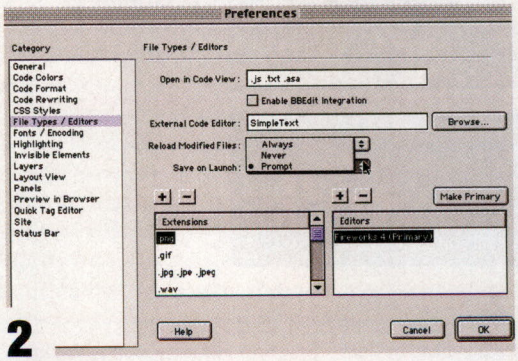
Dreamweaver installs out of the box with support for *BBEdit*, *Fireworks* and *QuickTime Player*. Did you realise that you can integrate *Dreamweaver* with a host of other applications? The two most obvious are *Photoshop* and *Flash*, which most designers use, but this can be extended to include anything you want from *Director* to *Word*, from *FrontPage* to *UltraDev*.

First, though, you must tell *Dreamweaver* which programs you want to use. There are several ways you can do this, so let's take a look and find out how to turn *Dreamweaver* into a multimedia powerhouse.

SET UP YOUR EXTERNAL FILE EDITORS



1



2

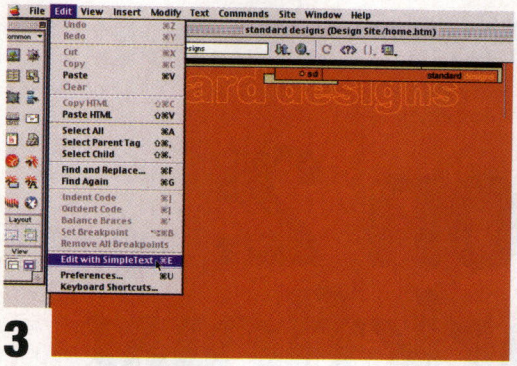
CHANGE YOUR EXTERNAL HTML EDITOR

BBEdit is the default external editor handling raw coding tasks, but it is a simple task to change it. Go to Edit > Preferences and select File Types/Editors, then untick Enable BBEdit Integration. Now click the Browse button to select another external editor. We've selected the Mac text editor *SimpleText*.

HANDLING EXTERNAL FILES

The next thing to do is configure how *Dreamweaver* handles files that you've edited externally. Reload Modified Files tells *Dreamweaver* what to do when a file has been changed and saved externally, while Save on Launch controls what it does with an open file before it launches an external editor.

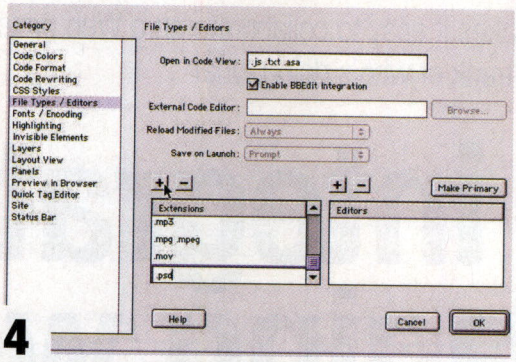
SEE ALSO There's more integration advice in "Using Flash buttons in Dreamweaver", **page 48**
Find out more about using Dreamweaver and Fireworks together in "Pop-up menus in Fireworks", **page 50**



3

NEW MENU OPTION

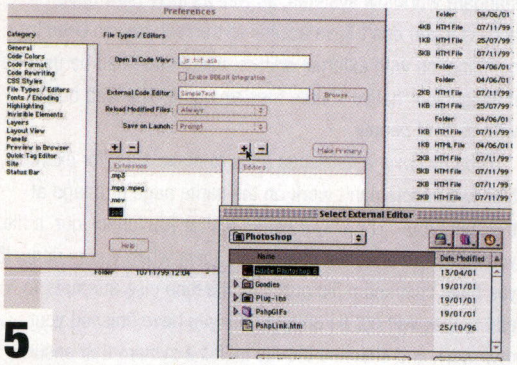
Once configured, these settings change how *Dreamweaver* handles code-editing tasks. In this instance, Edit with *SimpleText* appears in the Edit menu in place of Edit with *BBEdit*. This is particularly useful if you don't like *BBEdit*, or if you prefer to hand-edit code without *Dreamweaver's* interference.



4

EDITING FILE EXTENDERS

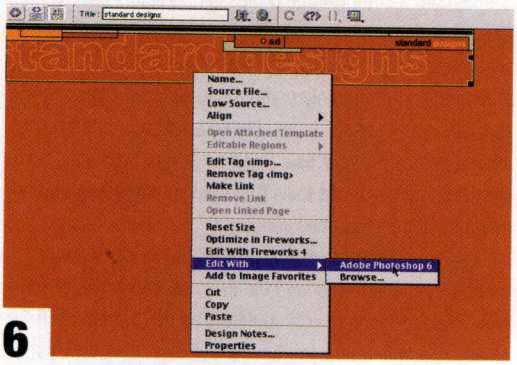
The File Types Editors dialogue box also enables you to add support for new **file extenders** (or extensions as *Dreamweaver* calls them) to the program. To add a new file type, click on the + button above the Extensions list in the middle of the screen and type in the extender details.



5

ASSIGN A FILE EDITOR

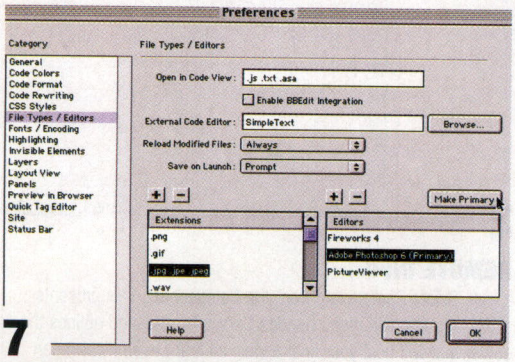
To assign an editor, select the File Type from the Extension list, click the + button above the Editor's list and then select the application in the dialogue box. If you want to use more than one editor for any given file type, just repeat the process so they're both listed.



6

OPENING YOUR FILE EDITOR

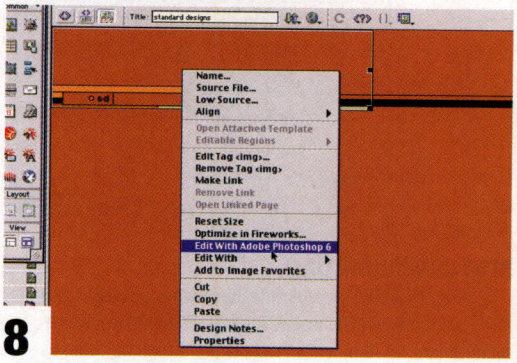
You can open the appropriate external editor for any object if you simply double-click on the object. To use the secondary editor rather than the main one, right-click on the object (or use Control-click on a Mac) and go to Edit With to select the editor.



7

PICK YOUR PRIMARY EDITOR

If you configured multiple editors for a single file type, you can tell *Dreamweaver* which one is the primary editor that should run when you double-click the file. To do this, select the File Type, then choose the listed program you want to use and click Make Primary.



8

MORE WAYS TO EDIT

After the primary editor has been changed, you can again double-click or right-click to launch the new editor. The others are accessible via the Edit With. You can also select an object and choose Edit from the Properties Inspector, or double-click the file from the Site window list.

JARGON BUSTER

- **File extender** The short descriptive tag (usually three letters) that you might see at the end of a file name. For example, Word files typically have the extender .doc, while Web pages often have the extender .htm or .html. Also known as file extensions.

PRACTICAL WEB TIP

Removing a file type editor

To remove an editor for a given file type, simply select the File Type from the Extensions list, select the application from the Editor list and click the – button.

Dreamweaver makes it easy to collaborate on a Web project without team members losing track of who's doing what

Web integration 2: managing workflow

IN BRIEF...

Project skill level

1 2 3 4 5 6 7 8

What you need

- This project is designed for *Dreamweaver 4*

Project time

15 minutes

LEARN HOW TO

- Access *Dreamweaver's* Site Configuration tool
- Set up server sharing for several major network protocols
- Check out files for your own use and check them in again

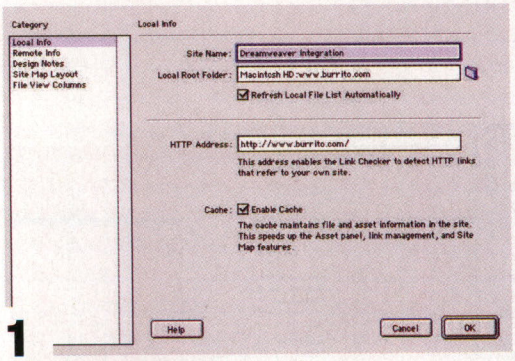
As Web site design has turned from a geeky hobby into a cutting-edge profession, projects have become larger and more ambitious, so it isn't unusual for several people to be working together on the same Web site.

Even if you're the only person actually producing pages for your site, you may still have colleagues who create text or submit photos for your use. However you're producing your site, *Dreamweaver* has tools that help your team share and manage all the resources you need.

Dreamweaver has a powerful built-in workflow feature that enables you to manage the production process of your Web site and manage contributors. The basic principle it relies on is one where you have a server storing your pages and resources, which you and your team can read files from or copy files to. Support is provided for a variety of industry-standard workflow systems, as well as local hard drive access if you don't have access to the Web server. Used in combination with external editors, this feature can be used to manage your native source files as well as the Web output with several people.

Dreamweaver establishes rules to make sure, for example, that two people don't work on the same page or image at the same time. The way it works is that you 'check out' a file you want to work, then check it in again when you're done. If you have checked a file out and someone else attempts to edit it, they will not be able to until you have finished your own work and checked the file in. It's a system that ensures the left hand knows what the right is doing.

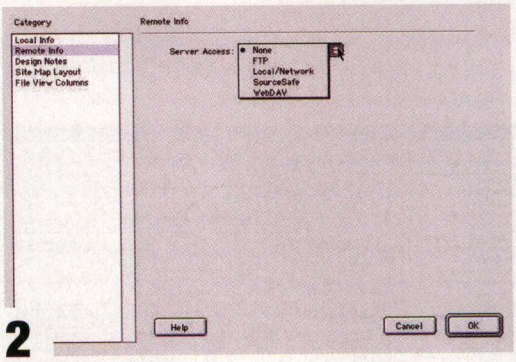
CREATE A WORKFLOW SET-UP


Category
Local Info
Remote Info
Design Notes
Site Map Layout
File View Columns
Local Info
Site Name: Dreamweaver Integration
Local Root Folder: Macintosh HD:www.burrito.com
Refresh Local File List Automatically
HTTP Address: http://www.burrito.com/
This address enables the Link Checker to detect HTTP links that refer to your own site.
Cache: Enable Cache
The cache maintains file and asset information in the site. This speeds up the Asset panel, link management, and Site Map features.
Help
Cancel
OK

1

SITE CONFIGURATION

Dreamweaver's workflow features are accessed via the site configuration tool, which tells *Dreamweaver* which servers, hard drives or folders it should refer in while editing a given site. To get started, go to Site > Define Sites..., then select the site you want to manage and click the Edit button.

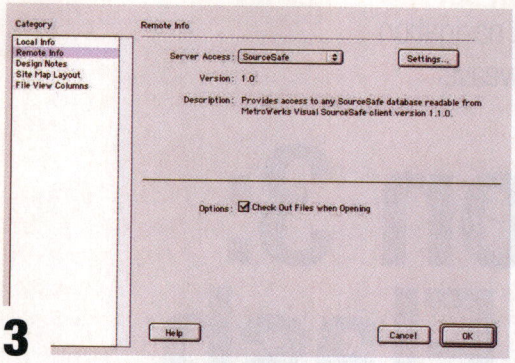


2

REMOTE INFO

Select Remote Info from the Category list. This presents a pull-down menu headed Server Access, and defines the server that will host your final pages, so that *Dreamweaver* can link to it. Click on the pull-down menu and select the connection method you want to use.

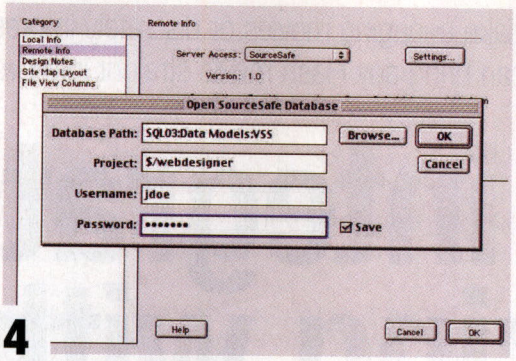
SEE ALSO Discover more about exploiting *Dreamweaver's* server capabilities in "Using Extensions with UltraDev", **page 84**
Find out how *Dreamweaver MX* extends the program's collaboration tools in "Introducing Dreamweaver MX", **page 66**



3

CHOOSE YOUR CONNECTION SYSTEM

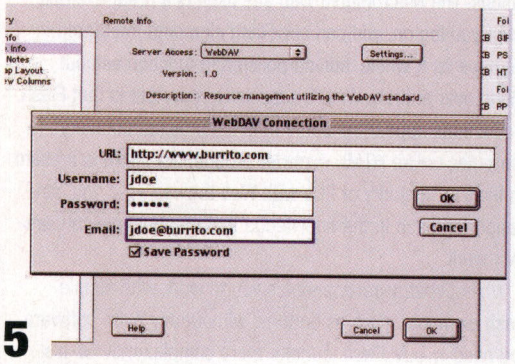
There are several connection protocols you can use to link to your server. In this example, we've opted for SourceSafe. In order to make use of *Dreamweaver's* workflow system, you need to ensure that the Check Out Files when Opening option is checked.



4

REMOTE SETTINGS

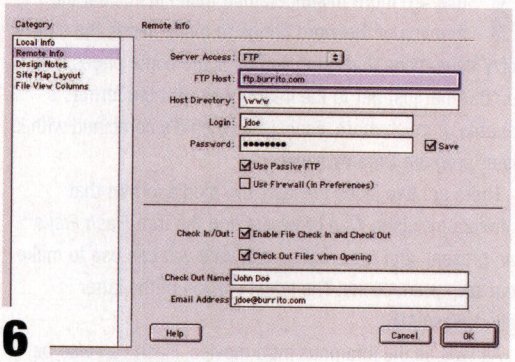
To configure *Dreamweaver* to work with SourceSafe, click the Settings... button and enter the path to the database server, the VSS project name, and your user name and password – you can get these details from your database administrator or server manager.



5

WEBDAV SETTINGS

You can also use WebDAV to manage the code base. Select WebDAV from the Server Access pulldown menu and click the Settings... button. Assuming your server supports the protocol, all you need is the site address, user name, password and email address.



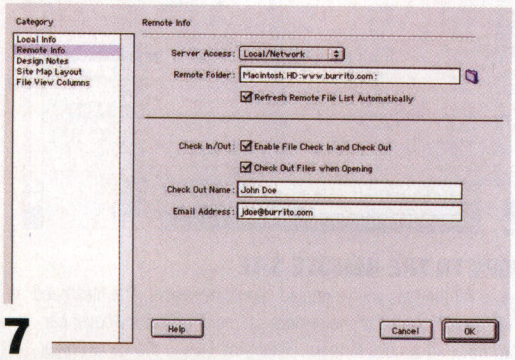
6

FTP SETTINGS

Dreamweaver can also manage your site's workflow via your FTP connection. Select FTP from the Server Access pulldown menu and enter your FTP settings. Be sure to select both of the Check In/Out options or *Dreamweaver* may allow multiple users to open the same file at the same time.

JARGON BUSTER

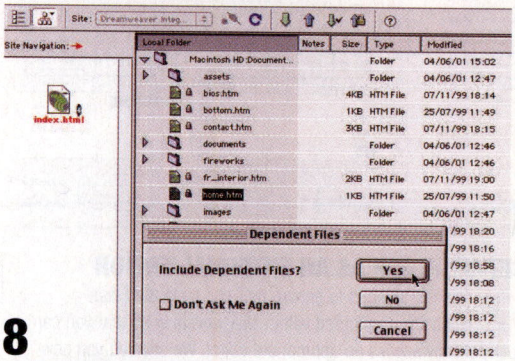
- **WebDAV** A networking protocol based on HTTP, the system used to transmit Web pages. The idea of WebDAV is to create a network system that inherently supports collaboration and document sharing across a network, whether that's a local network or the Internet. See www.webdav.org for more information.



7

LOCAL DRIVE SETTINGS

If you don't want to work directly from your production server, you can still work from a local or shared network drive. Select Local/Network from the pulldown menu, and select the site folder. Ensure the Refresh and Check In/Out options are all selected and each designer uses a different name.



8

CHECKING OUT FILES

Once the server is configured, a file must be Checked Out for you to edit it. To do this, simply double-click on the file in the Site window. *Dreamweaver* will ask whether or not you want dependent files (such as graphics or media) as well. If you only want to edit the file you selected, click No.

Flash helps you make engaging movies or discretely impressive navigation aides – and you can bring any Flash movie straight into Dreamweaver

Web integration 3: working with Flash

IN BRIEF...

Project skill level

1 2 3 4 5 6 7 8

What you need

- This project is designed for *Dreamweaver 4* and *Flash 5*

Project time

30 minutes

LEARN HOW TO

- Edit your file types so you can edit Flash movies
- Manage Flash files with collaborative tools
- Add Flash movies to your *Dreamweaver* pages

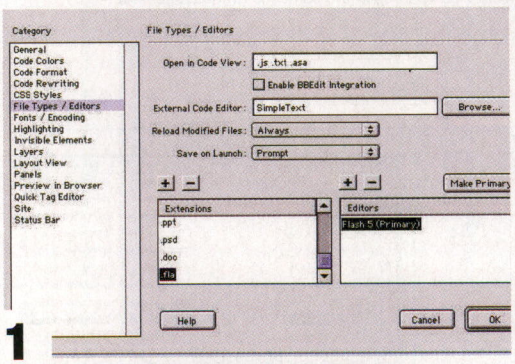
There are probably few elements of the modern Web that are more misunderstood than Flash. Just the mention of the word brings to many minds the showy, glitzy animations that greet you on some home pages when you'd rather just get to the information. But the format is capable of much more, especially when it's combined with is sister program Dreamweaver.

There are two sides to Flash: the media format that software including Web browsers and the free *Flash Player* can present, and the creation software you can use to make your own productions. The latest version of the latter is called *Flash MX*.

As well as the infamous intro movies, Flash can also be used to create more interactive components, such as electronic learning aides or interfaces for accessing various options. The Macromedia Web site itself is a great example: when you log on, you can see Flash elements integrated in the page as a whole, adding polish and function without taking over entirely. What's especially important is that Flash productions appear the same in every browser on every computer, unlike HTML. A player program for Flash is present on the vast majority of PCs with Web browsers, so you can design for Flash in the knowledge that most people can see your work.

While *Dreamweaver* enables you to work with simple Flash elements, such as buttons, without any extra software, you need to buy *Flash* to make more complex movies. It's easy to blend these movies into your *Dreamweaver* pages.

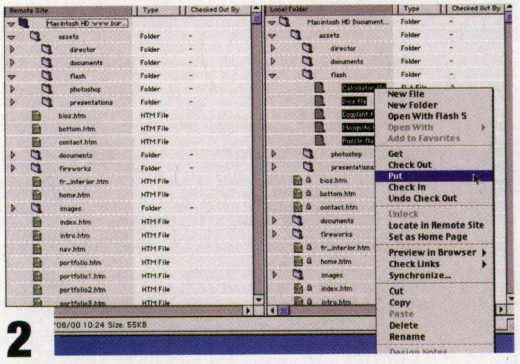
INTEGRATE FLASH MOVIES INTO DREAMWEAVER



1

SET UP FLASH AS AN EXTERNAL EDITOR

The first thing is to ensure that you have the Flash extension configured within *Dreamweaver* so that you can automatically access an appropriate editor. We showed you how to do this on page 40. Copy the Flash files you need to your local site folder, then launch the Site Manager.



2

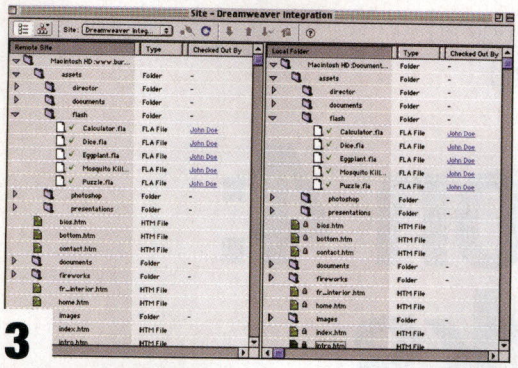
COPY TO THE REMOTE SITE

All the files you've copied should be visible. The files need to be copied to the remote site so that *Dreamweaver* can start tracking access to them. Select the files in the Local Folder pane, then right-click (Control-click on the Mac) or use the toolbar and select Put to upload the files.

ON YOUR COVER DISC

- Trial versions of *Flash* and *Dreamweaver MX*

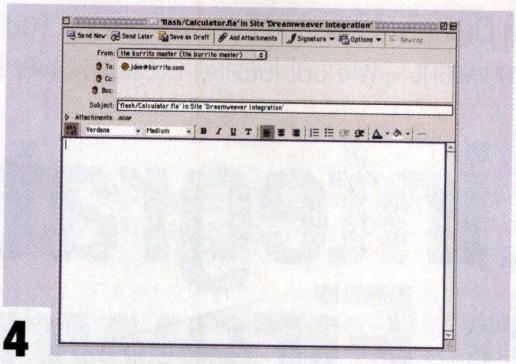
SEE ALSO See how you can add simple Flash components to your pages in "Using Flash buttons in Dreamweaver", **page 48**
Find out more about the latest version of *Flash* at **www.macromedia.com/software/flash**



3

CHECKED OUT

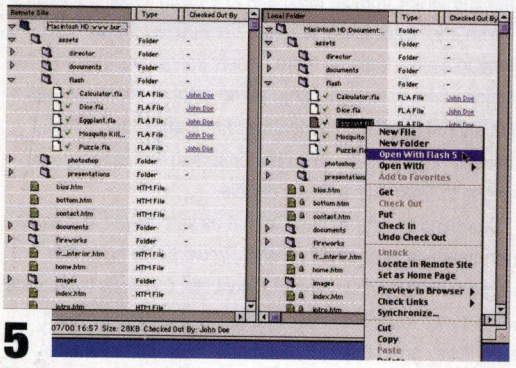
Once the files are uploaded, they are available to everyone accessing the remote server site, although initially all these files are automatically marked as being checked out in your name. This stops anyone else using and editing the files before you're ready.



4

EMAIL COLLEAGUES

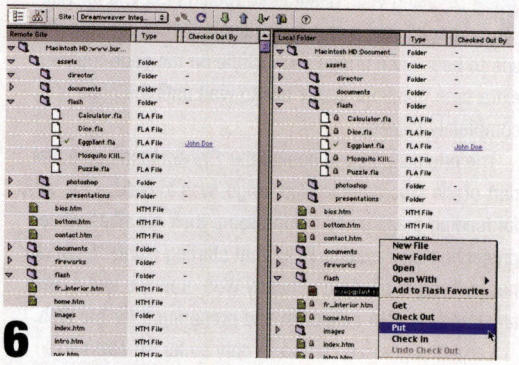
Any colleague accessing the remote site will be able to see the new files and who has them checked out. Double-clicking on the user's name in the Site Manager will cause *Dreamweaver* to open a new email addressed to that person so you can compare notes.



5

OPEN A FLASH FILE

When you want to edit any of the imported Flash files, select it from the Local Folder pane, right-click (Control-click in Mac) or use the toolbar, and select Open with *Flash 5*. Because of the external editor changes you made, the file will automatically prompt your copy of *Flash* to open.



6

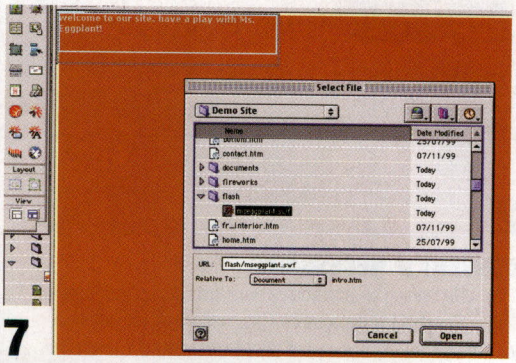
SAVE THE FILE

Once you've completed your changes in *Flash*, save the *Flash Player* file to a directory in your local folder of the site, close the file and return to *Dreamweaver*. The file list is updated to include the final *Flash* file which you need to select and Put on the remote site.

PRACTICAL WEB TIP

Some love Flash – some don't

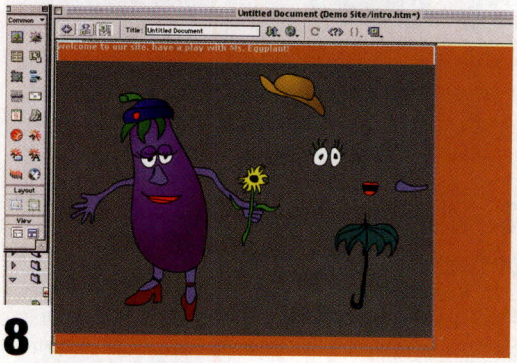
Using *Flash?* You can build an introductory page full of images and movement. However, it may take a while to download, so give your visitors the option to skip the intro before the animation kicks off. Better yet, use those design elements within the site itself.



7

EMBED THE FLASH FILE

With the source *Flash* file and the associated *Flash Player* now stored on the remote site, you can check out any Web page from your project and embed the Flash file in the page. Adding a Flash file in this way is no more difficult than adding an image.



8

CHANGES NEEDED

Once the file is embedded, you can save the Web page and close the file. If you, or anyone else, needs to update the Flash animation at some point in the future, you can simply return to step 5 above, edit the source file and re-export the finished movie.

The links between Dreamweaver and Fireworks mean you can edit an image any time you want – without leaving Dreamweaver behind

Web integration 4: using Fireworks

IN BRIEF...

Project skill level

1 2 3 4 5 6 7 8

What you need

- This project is designed for *Dreamweaver 4* and *Fireworks 4*, but will work in *Dreamweaver MX* and *Fireworks MX*

Project time

30 minutes

LEARN HOW TO

- Optimise an image in seconds from within *Dreamweaver*
- Preview different versions of the same image to choose the best
- Bring an image into *Fireworks*, then back to *Dreamweaver*

Pictures are central to making an engaging Web site, enticing your visitors into reading the text on your page – but pictures are also a burden for your Web site to bear. Each image you include on the page means extra time that your visitor has to wait until the page is completely loaded.

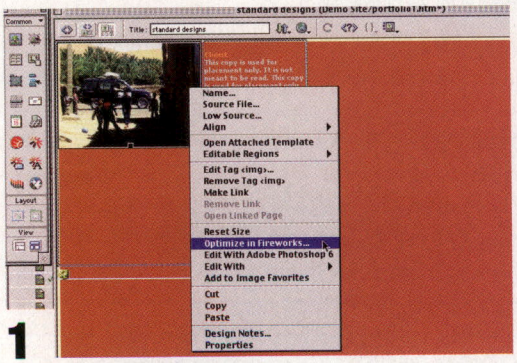
The original purpose behind the *Fireworks* image editor, part of the Macromedia Web range, was to reduce the wait for loading graphics by compressing their file sizes while preserving their quality. From that starting point, *Fireworks* has evolved to become a mighty Web graphics tool, taking any image in your collection and preparing it for the Web.

Large images can compress only so far, so *Fireworks* helps you slice or split these files into sections: because of the way browsers work, several small files load more quickly than one larger one, so the result is a faster-loading image.

With each successive release, *Dreamweaver* and *Fireworks* have become more closely integrated. The new MX versions take this relationship to the point of seamlessness, with shared interface elements and automatic switching between programs meaning that inserting and editing images in *Dreamweaver* is a doddle.

One thing to bear in mind is that as you move back and forth between *Dreamweaver* and *Fireworks* (or any other program), your remote site and local site are likely to become out of sync. To stop this becoming a problem, you should periodically go to Site > Synchronise to synchronise a file, folder or the whole site.

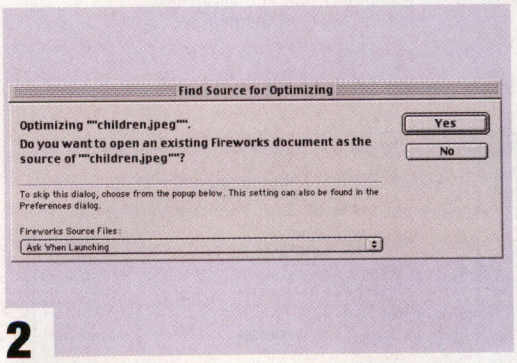
HOW TO MANAGE YOUR IMAGE SIZES



1

OPTIMISE AN IMAGE

Fireworks is able to tweak any image to load more quickly, and you can do this directly within *Dreamweaver*. To optimise a graphic within your site using *Fireworks*, simply open the page you want, right-click (Control-click in the Mac OS) on the image and select Optimise in Fireworks...


Find Source for Optimizing
Optimizing ""children.jpeg"".
Do you want to open an existing Fireworks document as the source of ""children.jpeg""?
Yes
No
To skip this dialog, choose from the popup below. This setting can also be found in the Preferences dialog.
Fireworks Source Files:
Ask When Launching

2

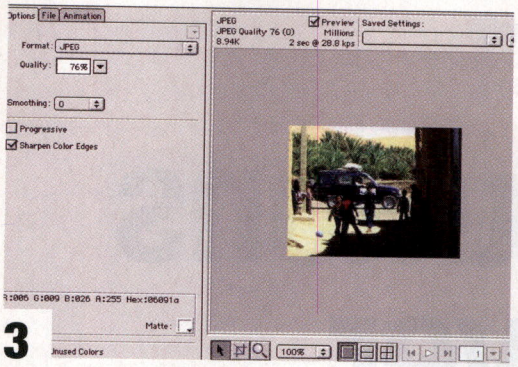
CONVERT IF NECESSARY

Depending on how you've previously set up your copy of *Fireworks*, a dialogue box may appear as you optimise your image, asking if you want to open an existing *Fireworks* document. If you want to convert the image to a PNG file, click Yes, otherwise click No.

ON YOUR COVER DISC

- Trial versions of *Fireworks* and *Dreamweaver MX*

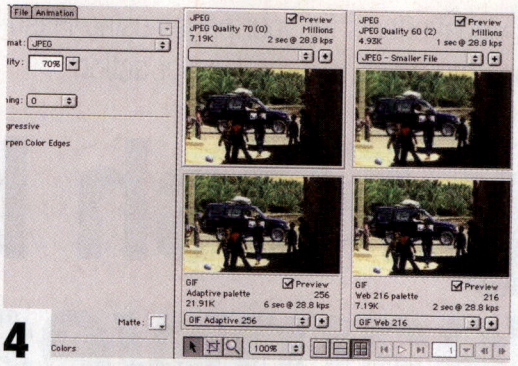
SEE ALSO Extend your use of *Fireworks* and *Dreamweaver* in "Pop-up menus in Fireworks", **page 50**
For more details on the recently released *Fireworks MX*, visit **www.macromedia.com/software/fireworks**



3

USE THE EXPORT MODULE

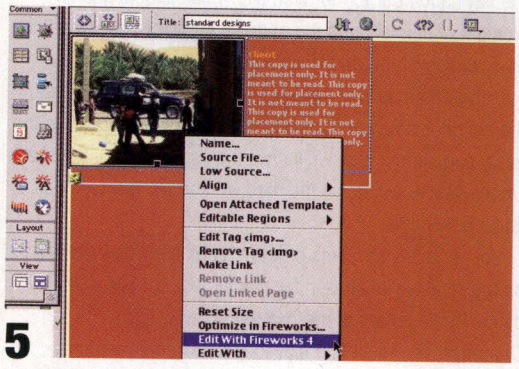
The Optimise command invokes *Fireworks'* Export Module within *Dreamweaver* and opens the image file in it. You can use the Export Module to fine-tune the file format, compression settings and/or colour depth of the image, all without disrupting your work in *Dreamweaver*.



4

COMPARE VARIATIONS

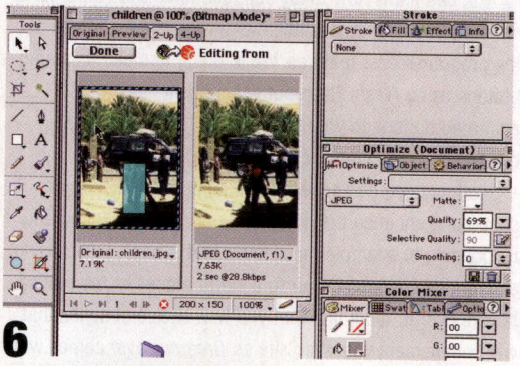
Fireworks enables you to compare slightly different versions of an image and choose the best. Here we've previewed four different versions of the image before selecting the one we want. Clicking on the Update button will finalise our changes and return the optimised graphic back to *Dreamweaver*.



5

EDIT IN FIREWORKS

If you need to retouch the image at any stage, you can right-click (Control-click in the Mac OS) on the image and select Edit with *Fireworks 4*. This launches the full version of *Fireworks* and opens the image in it, ready for you to adjust in any way you see fit.



6

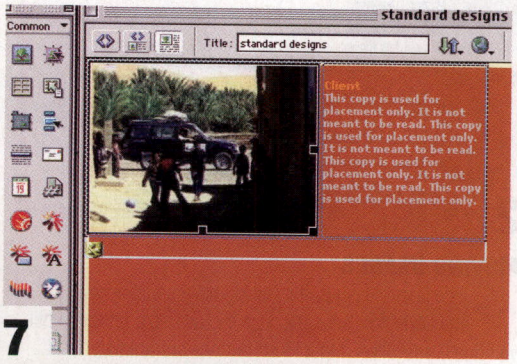
EDITING YOUR IMAGE

Once the image you want to edit is imported fully into *Fireworks*, all of the program's tools are available for manipulating the image. In this instance, we've added a couple of hotspots and doctored the palm tree to make it shorter. Clicking Done will finalise the changes.

PRACTICAL WEB TIP

A special relationship

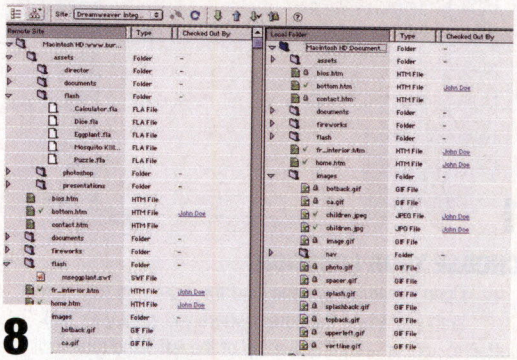
Macromedia has put a lot of effort into developing a special symbiotic relationship between *Dreamweaver* and *Fireworks*. With version 4, it's possible for *Dreamweaver* to issue commands to *Fireworks* from within a page, which means that you don't have the hassle of loading *Fireworks*, modifying the image and then returning to *Dreamweaver*.



7

BACK INTO DREAMWEAVER

Fireworks is now able to return the updated image back to *Dreamweaver* and it is embedded in the Web page just where it appeared before, including any size alterations you made in Properties. As with the Flash integration on page 44, you can repeatedly optimise or edit these images with *Fireworks*.



8

WORKFLOW MANAGEMENT

While you're editing any images in *Fireworks*, *Dreamweaver* automatically checks out these files from the site to avoid someone else working on them at the same time. When you're finished, however, you will have to check them in yourself.

JARGON BUSTER

- **PNG** The Portable Network Graphics image format was developed with the Web in mind. However, it's not supported by all browsers and hasn't really taken, with GIF and JPEG files still dominating. Read more at www.libpng.org/pub/org.

Create stunning visual effects for your pages using Flash to make interactive buttons that react to a mouseover action

Using Flash buttons in Dreamweaver

Dreamweaver

IN BRIEF...

Project skill level

1 2 3 4 5 6 7 8

What you need

- This project is designed for use with *Dreamweaver 4*. Although it will also work with *Dreamweaver MX*

Project time

60 minutes

LEARN HOW TO

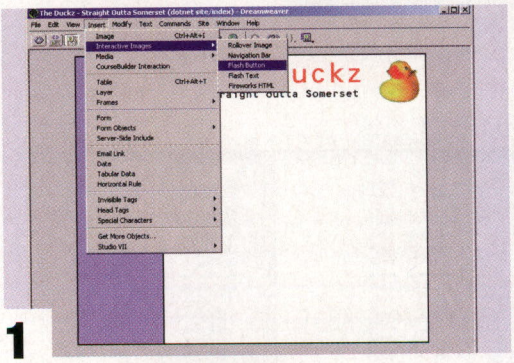
- Add animated Flash buttons to your Web pages
- Create links from the buttons to other pages on your site
- Tidy the buttons and make them work in all browsers

Now that you've mastered the basics of *Dreamweaver* and know how to lay out your initial site we're going to make things a little more interesting with one of the program's best features. We're going to make animated buttons using *Flash*. Flash buttons make it easy to add animated buttons to your pages, and what makes it even better is that you don't need a copy of *Flash* to use them.

Flash buttons don't need to be imposing. They can be subtle and enhance the design of your pages, reacting and responding to a simple mouseover. In this case, we're using a style that changes colour to a warm amber as the mouse hovers over it. You'll find that you've a choice of styles that will complement your Web site as *Dreamweaver* comes with a good collection of pre-defined buttons that you can edit and add to your pages. We'll use the standard ones to build the navigation bar for our Web site which should add an element of animation to the page and provide an interesting navigation system. Once we've done that we can save ourselves time as we're going to cheat when we duplicate the button. Instead of manually adding the navigation bar to every page in our site, we'll save it as a template – that way, *Dreamweaver* will do all the hard work whenever we need to add a new page.

So, get ready for some creative input. If you're not keen on the style we've chosen for this tutorial, try one of the others in the library of pre-defined styles within *Dreamweaver*. You'll find that they're extremely versatile and easy to use.

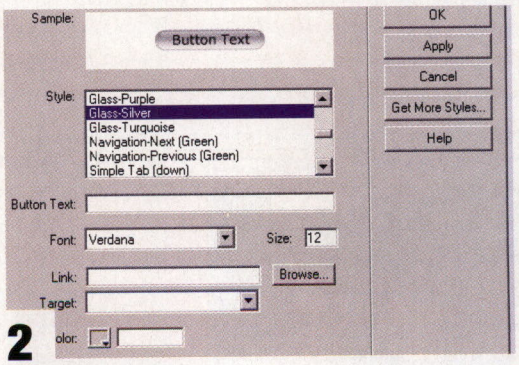
HOW TO CREATE FLASH BUTTONS



1

CHOOSE YOUR LOCATION

Open *Dreamweaver* and load the index.htm file for your Web site. Place the cursor where you want your first button to appear – try it at the top of the left-hand table cell – and then click on the Insert menu. Select Interactive Images > Flash Button.

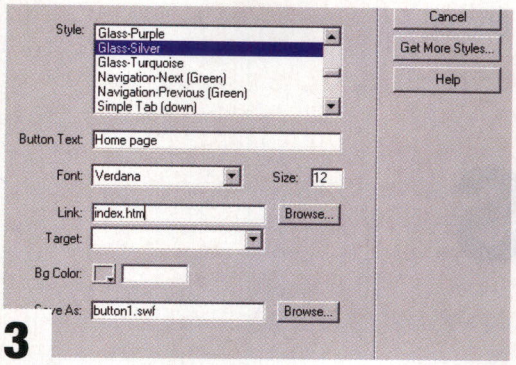


2

MOVING IMAGES

The Insert Flash Button dialog box should appear. In the Style box, scroll through the available buttons until you find Glass-Silver. Most Flash buttons are animated – if you move your mouse over the preview in the Sample box, you'll see the button turning a warm amber colour.

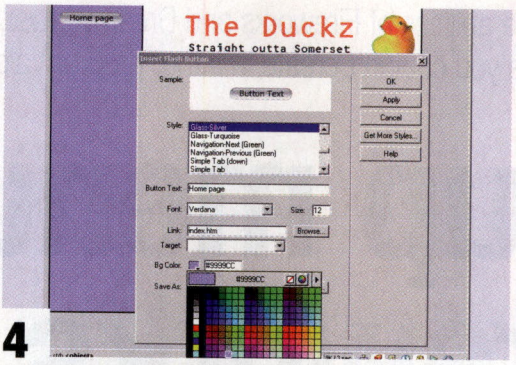
SEE ALSO Find out more about how interactive Flash elements can be used in 'Dreamweaver and you'. **page 8**
For other *Flash* ideas why not try out the trial version of *Flash MX* which you'll find on your cover CD.



3

YOUR OWN SPECIFICATION

Enter your link text in the Button Text field, and change the font name and size if you wish. Once you've done this, you need to tell *Dreamweaver* which page the button should link to. If you know the filename enter it here, or use the Browse button to find the file.



4

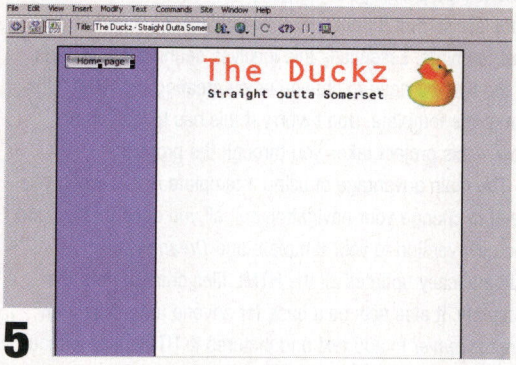
COLOUR BY NUMBERS

By default, buttons use a white background – we need to change this to #9999CC, the same colour as our table cell. You can do this in three ways: enter the colour code in the Bg Color box, choose a colour from the Palette, or use the Color Picker to click on the table cell.

PRACTICAL WEB TIP

Don't be too over-designed

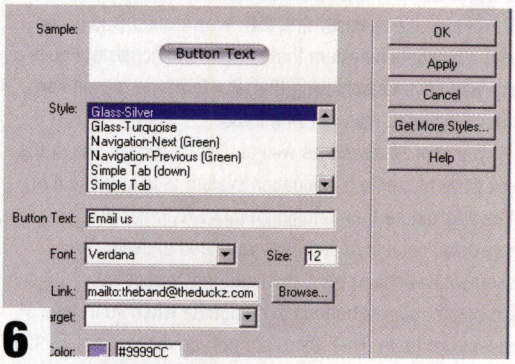
Simple is best: look at Google (www.google.com). It's immediately obvious how to use, but you can click the tabs for more features. Adding more features to the front page wouldn't make it any more powerful.



5

NAME IT WITH MEANING

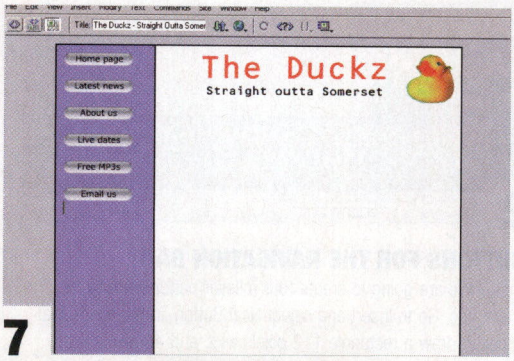
Give the button a sensible filename – each Flash button is saved in a separate .SWF file, so it's a good idea to give them meaningful names – and click OK. Your button should now appear at the top of your table cell – centre it to make it look better on screen.



6

MAKE ANOTHER ONE

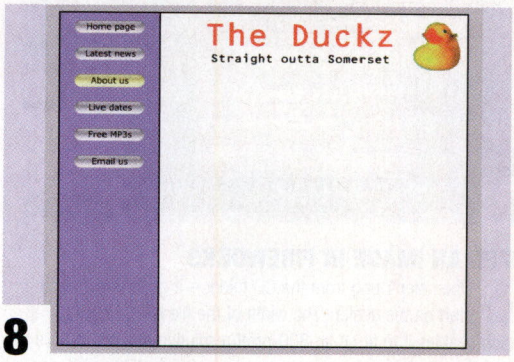
Repeat the process for the other pages you want to link to, creating a new button for each – unfortunately, you can't just copy your first button. In addition to page URLs, you can enter email links or targets to open a page in a particular frame or a new browser window.



7

PERFECT YOUR BUTTON

When you've added all your buttons, you should end up with something like this. To make it look better, either adjust the width of the left-hand column or centre the buttons in the table cell. Spacing is up to you; we've left a line between each button so things don't look too cramped.



8

EDIT AND REFINE

It's a good idea to check that everything looks alright in your Web browser by pressing [F12]. If you've changed text sizes or fonts in your buttons, you might find the results are too indistinct to read. No problem – double-clicking a button in *Dreamweaver* opens it for editing.

By combining the abilities of Fireworks and Dreamweaver, you end up with a Web page you couldn't create in either program alone

Pop-up menus in Fireworks

IN BRIEF...

Project skill level

1 2 3 4 5 6 7 8

What you need

- This project is designed for *Fireworks 4* and *Dreamweaver 4*, but will work in the MX range

Project time

60 minutes

LEARN HOW TO

- Create a navigation bar from buttons made in *Fireworks*
- Include your navigation bar in a *Dreamweaver* template
- Create Editable Regions so that you can change pages

Navigation is one of the most important elements of a well-designed Web site. It's vital that your visitors are able to easily find their way around, and giving them a navigation system that is clear and consistent goes a long way towards achieving that. But that's no reason why you can't have a little fun with it too.

If you own *Fireworks* as well as *Dreamweaver*, one of the best ways to create a navigation system to is to make it in *Fireworks* before then bringing it into *Dreamweaver*. *Fireworks* contains all the tools you need to design and assemble navigation bars, then add the correct links. You can also create rollover buttons that animate when your mouse moves over them. Then there are pop-up menus, which offer a neat way of linking to other pages in your site. The steps to setting them up are outlined here, and we also show you how to incorporate your navigation bar into a *Dreamweaver* template so that it appears on every page you create from that template. Essentially this involves defining which parts of the file you need to change when creating the HTML files out of the template. Don't worry if this has foxed you until now – this project takes you through the process.

The main advantage of using a template is that when you need to change your navigation bar, all you need to do is add the new version to your template and *Dreamweaver* automatically updates all the HTML files created from the template. It also acts as a base for anyone unfamiliar with *Dreamweaver* to add text and pictures to HTML files without damaging any of the code.

PRACTICAL WEB TIP

Make it obvious

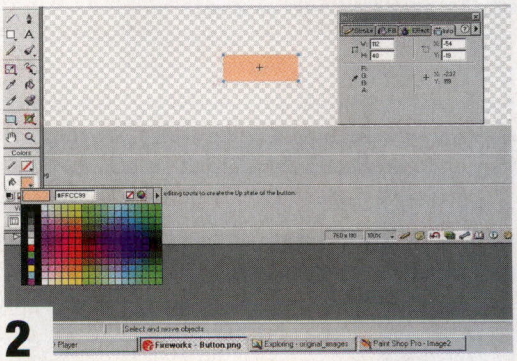
Don't make people guess how your site works: make it clear what's a link and where it goes. Don't mix decorative images with buttons. Only use the clearest of images without words, and use an ALT tag with a clear and concise description.

PART 1 DESIGNING THE LAYOUT

1

OPEN AN IMAGE IN FIREWORKS

Open step1.png from the CD folder – it gives you a head start on the design. The width of the file is 760 pixels, which enables it to fit on an 800-pixel resolution monitor. always remember to allow space for browser window scroll bars when designing your pages.



2

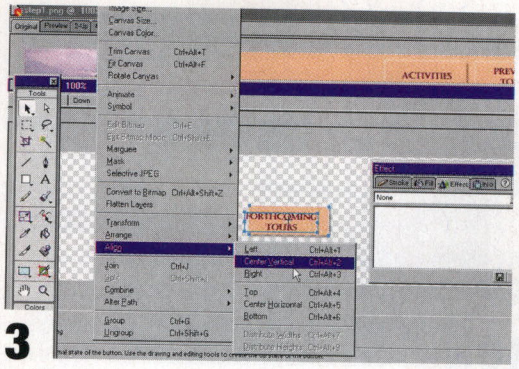
BUTTONS FOR THE NAVIGATION BAR

We are going to create four rollover buttons across the top. Go to Insert and select New Button. In the space that appears, draw a rectangle 112 pixels wide and 40 pixels deep. Use the Info palette to check and, if necessary, change the size. Give the rectangle the design and colour you want.

ON YOUR COVER DISC

- Follow this project with the files on the cover disc

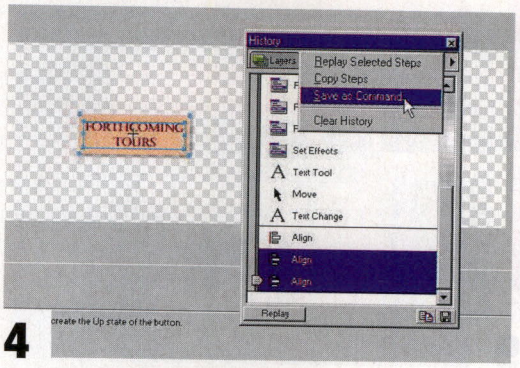
SEE ALSO Find out more about using *Fireworks* and *Dreamweaver* together in "Using Fireworks", **page 46**
Try your hand at more advanced design work in "Layout and page design techniques", **page 32**



3

CENTRE TEXT

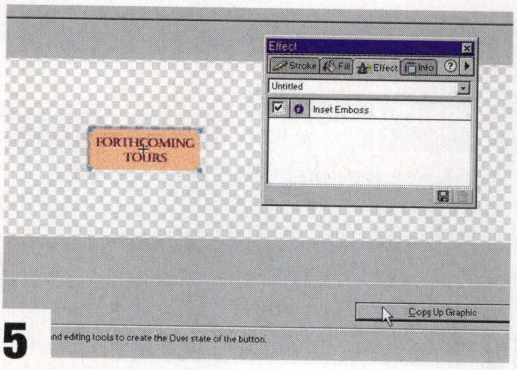
Add the text 'Forthcoming Tours'. To make sure it is centred in the rectangle, select both the text and the rectangle (hold down the Shift key) and under Modify > Align, choose Align Horizontal and Align Vertical. To avoid having to repeat these last two steps, we will make a new command.



4

CREATE A NEW COMMAND

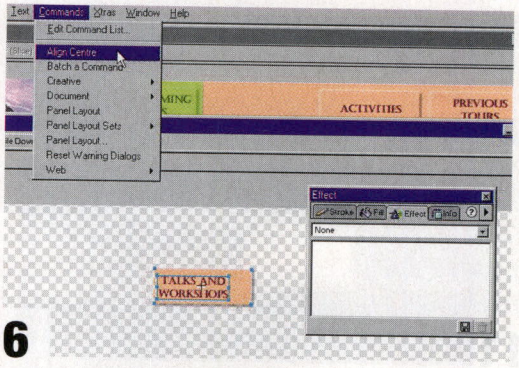
Go to the History palette and use the Shift key to select both Align commands that appear there. Use the menu on the side of the palette (where the arrow points to the right) and select Save as Command. Name the command Align Centre and click OK.



5

EMBOSSING A BUTTON

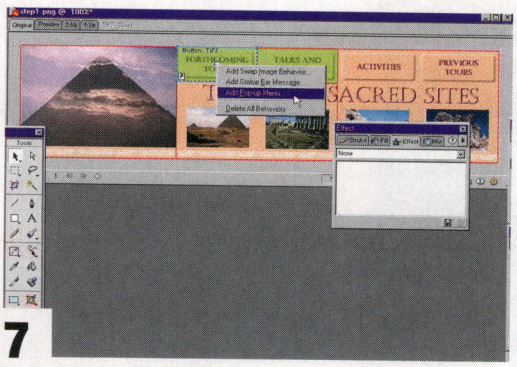
Check under the Command menu and you will find that it has appeared there. Back to the button, though. The Up state is finished, so click the Over tab and click Copy Up Graphic. Select the rectangle. Delete the Raised Emboss by highlighting it and click the trash bin. Apply an Inset Emboss.



6

USE YOUR NEW COMMAND

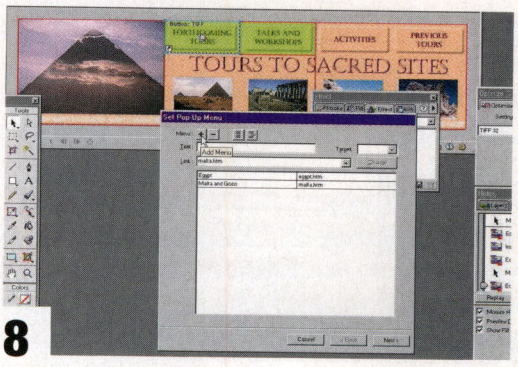
That's the first button finished, so close this box and position the button on the layout. Now repeat the process to create the next button. The text for this button is 'Talks and Workshops'. This time you can use the Align Centre command under the Command menu to centre the text within the rectangle.



7

ADD POP-UP MENUS

Now we are going to add the pop-up menus that comprise the navigation system to these two buttons. Select the first button (or, more accurately, the slice on top of the first button) and click in the target in the middle of the button. now select Add Pop Up Menu.



8

CREATING LINKS

This dialogue box appears. It asks you to add the text for each menu item and the URL for the file it links to. There are two items: 'Malta and Gozo', linking to malta.htm, and 'Egypt', linking to 'egypt.htm'. You need to click the + sign to add each item to the menu.

PRACTICAL WEB TIP

Designing your button

For these buttons, we've used a sandy colour (#FFCC99) which is the same colour as the background and is reminiscent of the hot dry climate of Egypt, Malta and Gozo. As an Effect, we've chosen the Raised Emboss and used the Inset Emboss for the Over state.

JARGON BUSTER

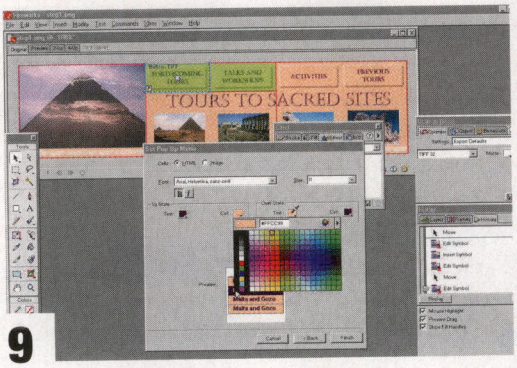
- **URL** A Uniform Resource Locator is an address for a Web page, site or other element held on the Internet.

PRACTICAL WEB TIP

The final two buttons to add

The other items added for this menu were Ancient Egypt, linking to ancient.htm, Sacred Geometry linking to geometry.htm and Temples of Ancient Egypt, linking to temple.htm.

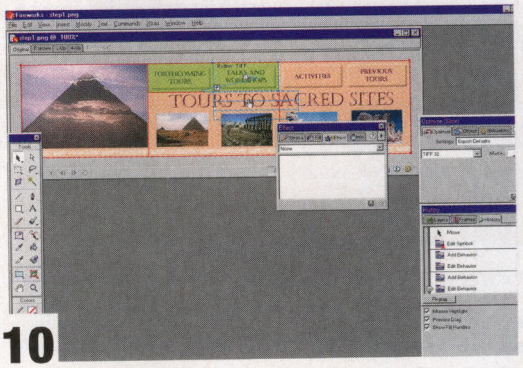
PART 1 DESIGNING THE LAYOUT (CONTINUED)



9

DESIGN YOUR MENU

Once you have done all four buttons, click Next at the bottom and you can design how your menu will look. We are going to use an HTML style – you can choose the style and colours of the text – and *Fireworks* helpfully provides you with a preview. Once you're happy, click Finish.



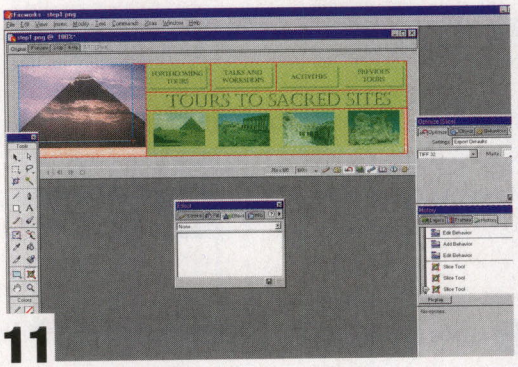
10

ALIGN THE POP-UP MENU

An outline of the menu is visible and you can click and drag it into position. We dragged ours so that it appears neatly under the button. Create the menu for the other button and then check that everything is working by pressing F12 to preview the file in the Browser.

JARGON BUSTER

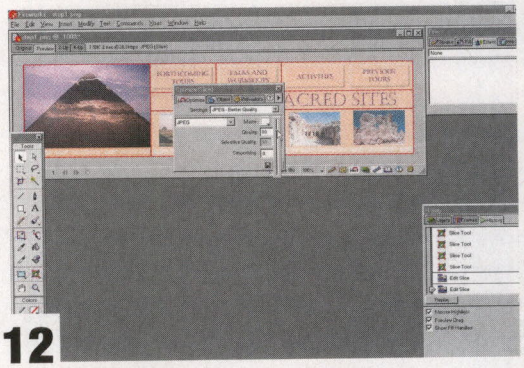
- **Slice** You can divide larger images into smaller pieces, which actually makes the whole composite load faster in the browser. One section is called a slice.



11

ADD EXTRA SLICES

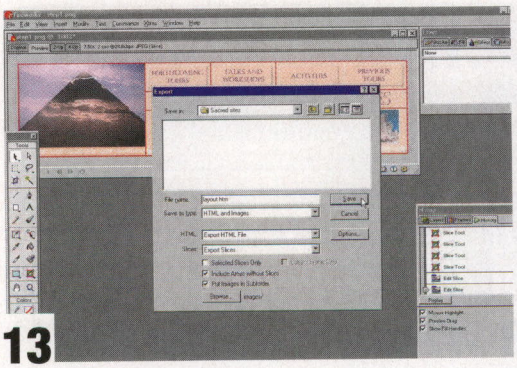
You can make changes by selecting the slice and double-clicking the outline of the menu. Now you are ready to export the file. Although the file will be sliced (because the buttons already are), we have no control over the Export settings for each slice. So draw slices over the other areas as shown.



12

OPTIMISE THE IMAGES

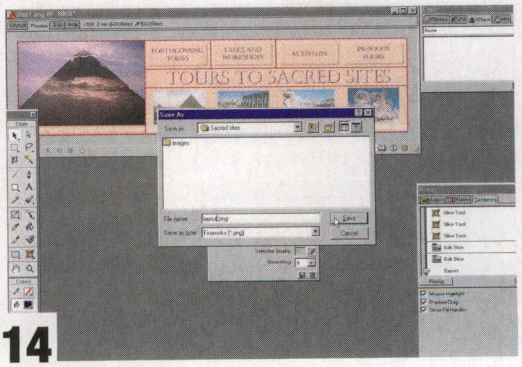
Select each slice and choose the Export settings under the Optimise palette. For the areas including photographs, JPEG settings will be best and for the text areas, leave the setting as GIF. You can preview the file, clicking on each slice to see how the exported version will look.



13

EXPORTING

Go to File > Export. *Fireworks* should automatically have worked out that you want both an HTML file and your images. Create a new folder on your hard disk called Sacred Sites and tick the 'Put images in Subfolder' option at the bottom of the dialogue box.

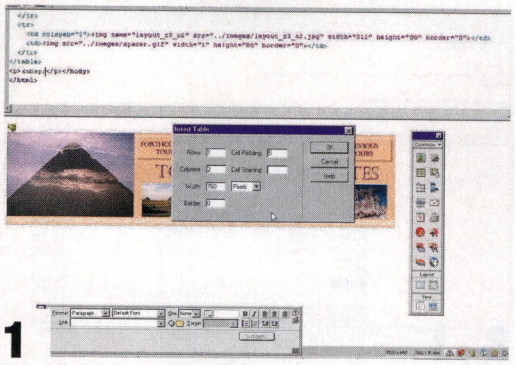


14

SAVE THE FILE

Save the file as layout.htm into the Sacred Sites folder. Before closing the image, you need to save this too, so you can return and make changes if necessary. Go to File > Save As and save it as Layout.png in the Sacred Sites folder. Then close *Fireworks* and launch *Dreamweaver*.

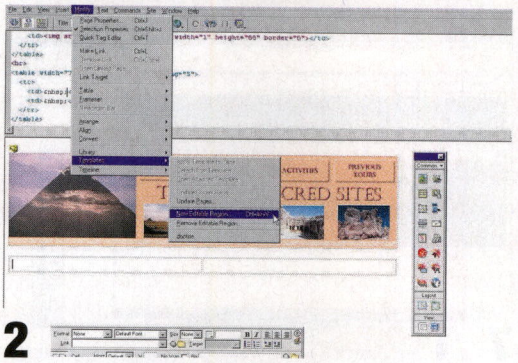
PART 2 SETTING UP TEMPLATES



1

START YOUR WEB TEMPLATE

Create a new blank document and save it as a template, calling it Template, then click the Insert Fireworks HTML button in the Objects panel. Browse and choose the file layout.htm you just generated. The navigation bar should appear in an HTML table.



2

CREATE AN EDITABLE REGION

Underneath this, create a table with two columns, to hold a picture in one and text in the other. At this point, we need to create some Editable Regions so content can be added to the template. Click in the left column of the bottom table and under Modify > Templates, choose New Editable Region.

PRACTICAL WEB TIP

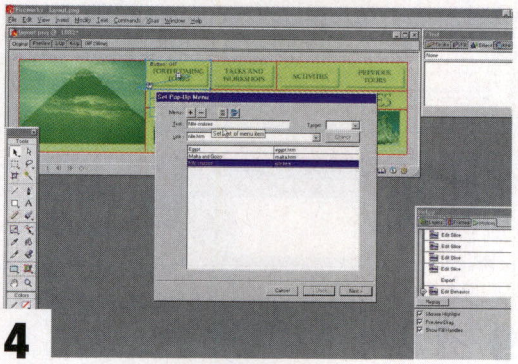
Don't forget: define your site

Before you start the second part of this project, you need to create a site in *Dreamweaver*, so go to Site and choose New Site. Name the site 'Sacred Sites Tours' and choose the Sacred Sites folder on your hard disk as the local root folder.

3

SAVE YOUR TEMPLATE

Call the region Picture and click OK. Repeat this process for the other table column with a region called Text, then save and close the template. Now to create a few files from the template... select File > New from Template. Create at least the two files 'egypt.htm' and 'malta.htm'.



4

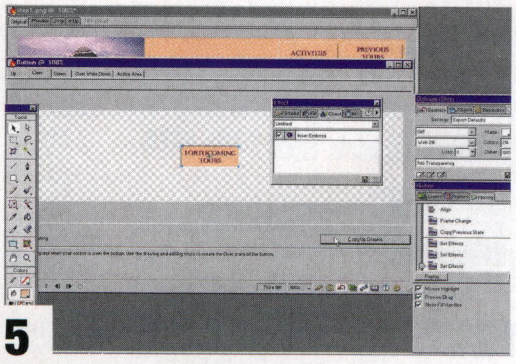
CHANGE POP-UP MENUS

To change the pop-up menus, we need to return to *Fireworks* and open our original file, Layout.png. Select the slice over the first button and double-click the menu outline to make the change. Add another item, Nile Cruises, which will point to nile.htm and click Next and Finish.

PRACTICAL WEB TIP

Help yourself to our pictures

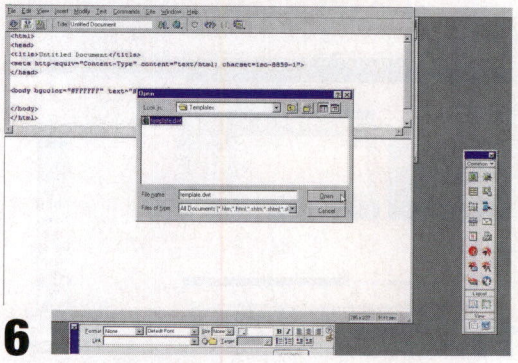
If you want to really get into this project and create some pages with style, there are a number of pictures you can use in the CD folder.



5

EXPORT THE FILE AGAIN

You can export the file, just as you did before with the same settings. *Fireworks* should ask you if you want to replace the files, which you do. Don't forget to resave your original PNG file within *Fireworks* as well, for future editing. Now return to *Dreamweaver*.



6

WORKING IN THE TEMPLATE

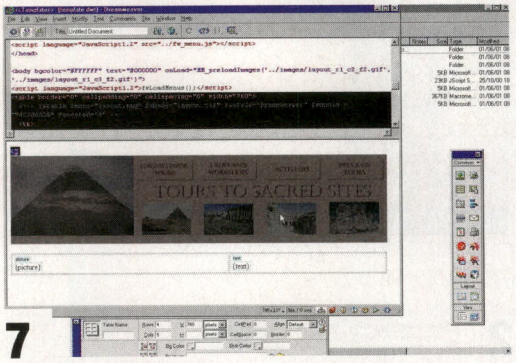
Open the template in your templates folder with the extension .dwt. Now this is the tricky bit: we have to replace the entire navigation bar, including all the code. That way we can be sure that the changes we have made in *Fireworks* are included on the Web page itself.

PRACTICAL WEB TIP

Iconic navigation

When you create your own buttons, use text as well as graphics on navigation bar buttons: images are never clear enough on their own. Does an icon of a camera mean information about cameras, sample photos, a Webcam or tips about taking photographs?

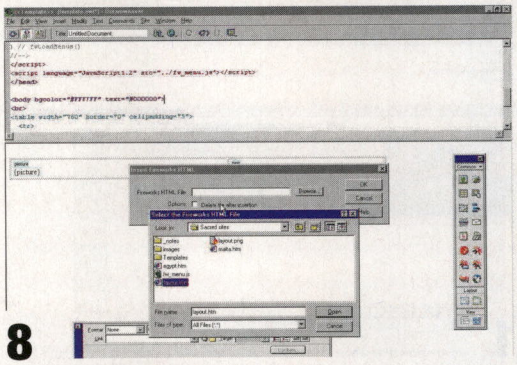
PART 2 SETTING UP TEMPLATES (CONTINUED)



7

DELETE WITH CARE

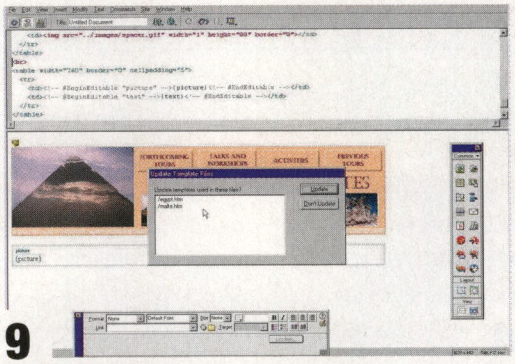
At the top of the table containing the navigation bar you should see a yellow anchor. You need to select that as well as the entire table containing the images, and delete them. If you check the HTML source code, you should find that most of the code has been removed.



8

ADD THE NEW NAVIGATION BAR

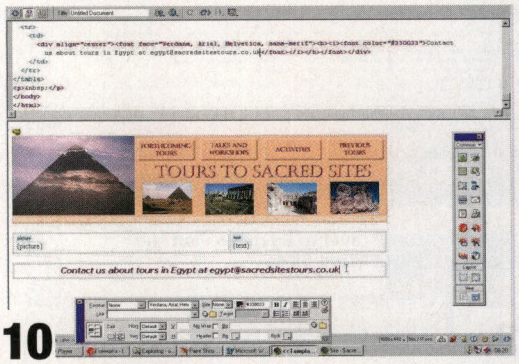
Now you can put the new navigation bar into place by clicking the Insert Fireworks HTML button and browsing to find the file layout.html. When you click OK, the navigation bar should appear. Test that it works by previewing the file in the Browser (press F12).



9

CHANGING ALL YOUR PAGES

Now you are ready to resave the template. When you do (as normal by selecting Save from the File menu) *Dreamweaver* will ask you if you want to update your files. Click Update and the latest version of the navigation bar will be added to the files created earlier from this template.



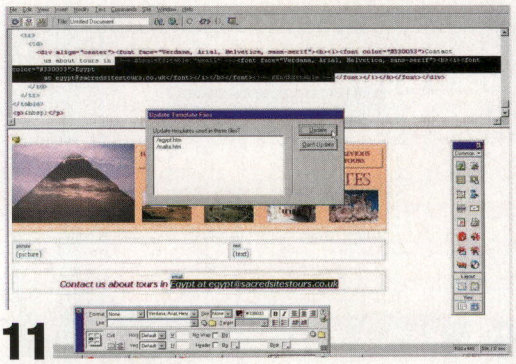
10

ADD A CONTACT

To finish off, we are going to add some contact details to the template. Under the bottom table, create another table with a single column with a width of 760 pixels – the same width as the page itself. Inside the table, add 'Contact us about tours in Egypt at egypt@sacredsitestours.co.uk'.

JARGON BUSTER

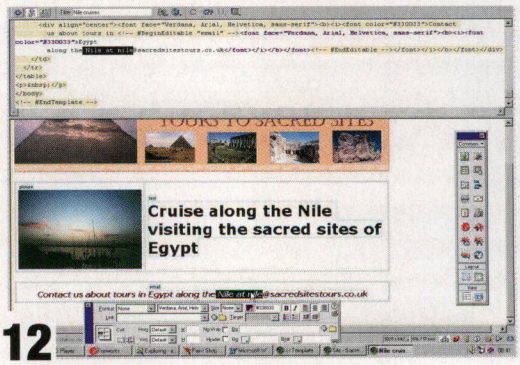
- **Editable Region** When you create a template most of its contents cannot be changed when you make a new page from it. an Editable Region is ann area you choose where you can make changes. none of the changes affects the original template.



11

CHANGE THE TEMPLATE

This text will only be suitable for pages about Egypt, so we need to set up the template so that we can change the text to make it relevant for Maltese tours. Highlight the words 'Egypt at egypt@sacredsitestours.co.uk' and go to Modify > Templates, and select New Editable Region.

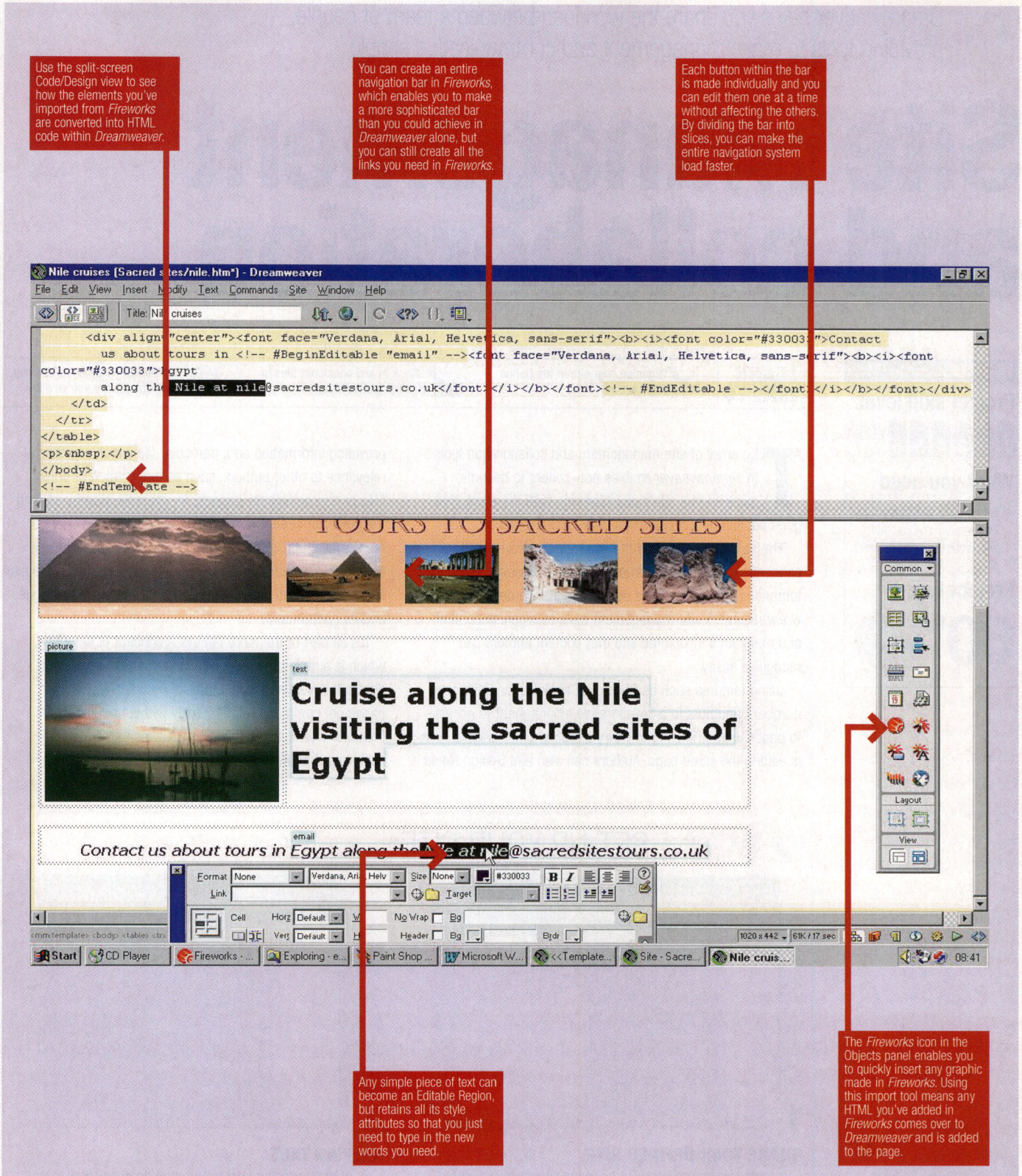


12

EDITABLE REGIONS IN ACTION

Save the template and again update your files. For existing files and any new ones you create, you will find you can only change text which is included in the Editable Region. Now just create the file about Nile Cruises (nile.htm) from the template and you're finished.

PART 3 YOUR FINISHED FLASH PAGE


Use the split-screen Code/Design view to see how the elements you've imported from *Fireworks* are converted into HTML code within *Dreamweaver*.
You can create an entire navigation bar in *Fireworks*, which enables you to make a more sophisticated bar than you could achieve in *Dreamweaver* alone, but you can still create all the links you need in *Fireworks*.
Each button within the bar is made individually and you can edit them one at a time without affecting the others. By dividing the bar into slices, you can make the entire navigation system load faster.
Nile cruises (Sacred sites/nile.htm*) - Dreamweaver
File Edit View Insert Modify Text Commands Site Window Help
Title: Nile cruises
<!-- #EndTemplate -->
TOURS TO SACRED SITES
picture
text
Cruise along the Nile visiting the sacred sites of Egypt
email
Contact us about tours in Egypt along the Nile at nile@sacredsitestours.co.uk
Common
Layout
View
Format None
Link
Cell Horz Default Vert Default
No Wrap
Header
Start
CD Player
Fireworks - ...
Exploring - e...
Paint Shop ...
Microsoft W...
<<Template...
Site - Sacre...
Nile cruis...
08:41
Any simple piece of text can become an Editable Region, but retains all its style attributes so that you just need to type in the new words you need.
The *Fireworks* icon in the Objects panel enables you to quickly insert any graphic made in *Fireworks*. Using this import tool means any HTML you've added in *Fireworks* comes over to *Dreamweaver* and is added to the page.

1

APPLYING THE TECHNIQUE

Now that you've seen how pop-up menus and navigation bars made in fireworks can be added to *Dreamweaver* templates, there's nothing to stop you applying the technique to your own projects. Remember to plan the site design out as much as possible beforehand.

Dreamweaver helps you share the workload between a team of people, providing tools to make management and communication simple

Site management and collaboration

IN BRIEF...

Project skill level

1 2 3 4 5 6 7 8

What you need

- This project is designed for *Dreamweaver 4*, but will also work in *Dreamweaver MX*

Project time

60 minutes

LEARN HOW TO

- Organise your site in the Define Site section
- Check in and check out files in a collaborative situation
- Add Design Notes so others can understand what you've done

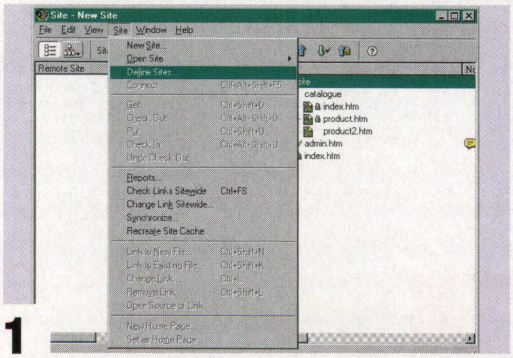
The array of site management and collaboration tools in *Dreamweaver* enables non-coders to become involved in a site's development, with the result that good content is combined with technical excellence.

The person assigned as the site manager can then concentrate on defining structure and permissions, providing templates and style sheets supporting standards, and using *Dreamweaver's* site management tools to organise content and maintain a structured site that content authors can recognise easily.

Using features such as Check In/Check Out enables any number of authors in a collaborative environment to access to pages without having to worry about whether another user is editing the same page. Authors can also add Design Notes providing information on a particular file which could be of relevance to other authors, such as the location of original files or source files for images, for example. Combined with the power of *Dreamweaver's* Site window, which enables mass movement of content and the ability to synchronise content between the local and remote servers, *Dreamweaver* makes site maintenance a lot easier for the site's manager and its contributors.

It's all part of the more nebulous concept of workflow, which is simply the procedures under which a project is conducted and managed. Efficient workflow means the pages get completed more quickly without adding to the creators' workload, and *Dreamweaver* is very helpful in achieving that aim.

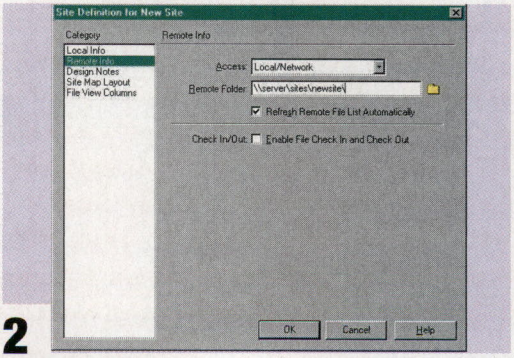
PART 1 SET UP YOUR SITE



1

SHARE YOUR DEFINED SITE

Working in a collaborative environment means that other users must have access to your local site. Define your site via Site > Define Sites so that the local version is either on a mapped drive or preferably an internally available network location that other users can access easily.

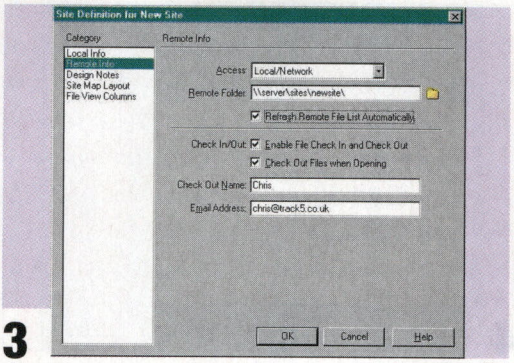


2

KEEPING TABS

Decide whether to provide remote access directly to the hosting server or to an internal development server. The advantage of the latter is you have control of files transferred to the hosting server. The disadvantage is that you need to keep tabs on the local and remote, plus the hosting server.

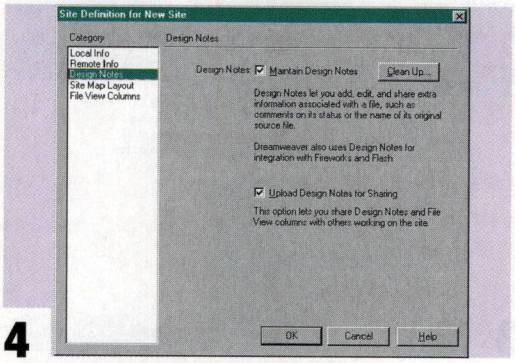
SEE ALSO There's more on setting up a remote server in "Managing workflow", **page 40**
Discover how *Dreamweaver MX* unveils the idea of testing servers in "Introducing Dreamweaver MX", **page 66**



3

EXTRA DETAILS

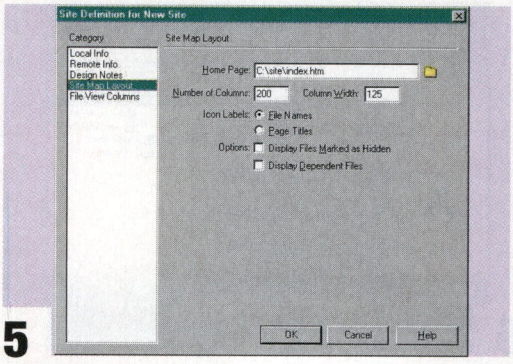
Whichever method of remote access is best for you, make sure the Check In and Check Out feature is active. Also, when configuring authors' versions, ensure that user names and email addresses are included so that users can recognise who is working on a file at any given time.


Site Definition for New Site
Category
Local Info
Remote Info
Design Notes
Site Map Layout
File View Columns
Design Notes
Design Notes: Maintain Design Notes
Clean Up...
Design Notes let you add, edit, and share extra information associated with a file, such as comments on its status or the name of its original source file.
Dreamweaver also uses Design Notes for integration with Fireworks and Flash.
Upload Design Notes for Sharing
This option lets you share Design Notes and File View columns with others working on the site.
OK
Cancel
Help

4

DESIGN NOTES

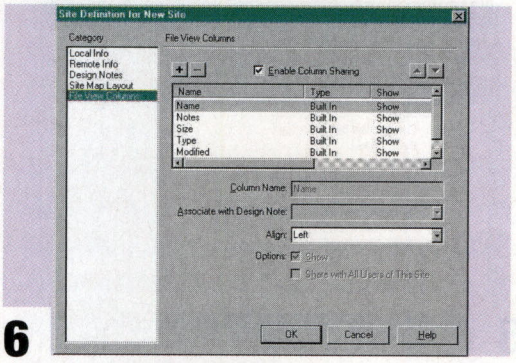
By default, *Dreamweaver* activates Design Notes, one of its most useful collaboration features, but double-check that both options are available or this feature will be disabled. This will enable you to move files around and leave notes for authors on its new location for example.



5

SITE MAP LAYOUT

The Site Map Layout is useful in a collaborative environment because you can define different home pages for different users. Authors responsible for specific sections of your site can view their pages without being concerned about areas out of their control.



6

MANAGING INFORMATION

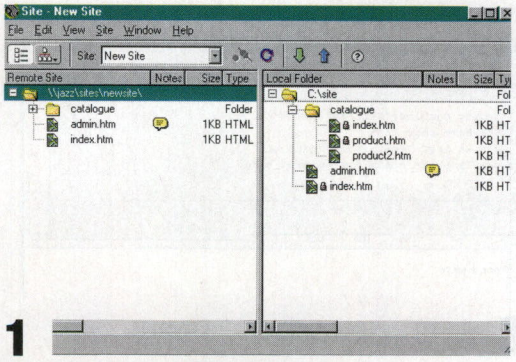
The File View Columns enable you to define additional columns in the Site window that are dependent on specific aspects of your page's related notes. You can then determine whether other users need access to this information or if this is mainly only useful to you as the site manager.

PRACTICAL WEB TIP

Storing images in your directory

If you're using the same logos and navigation buttons on all your pages, keep them in an Images folder rather than loose with your pages. It's neater and easier to manage, and means each image loads just once in the browser as your visitor goes round the site, speeding things up a little.

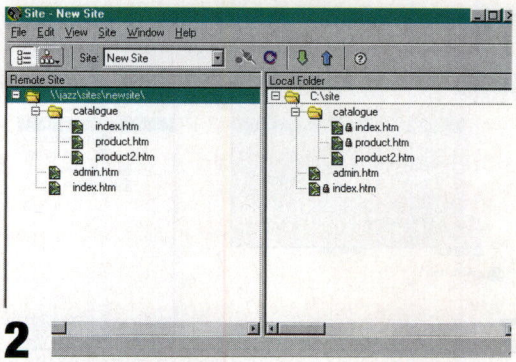
PART 2 THE SITE WINDOW



1

INSIDE THE SITE WINDOW

The Site window provides many more tools than just file management and FTP. Its core purpose is to organise your files by intelligently recognising the relationship between pages and their dependent files. This enables you to re-organise your files without worrying about **broken links** or missing graphics.



2

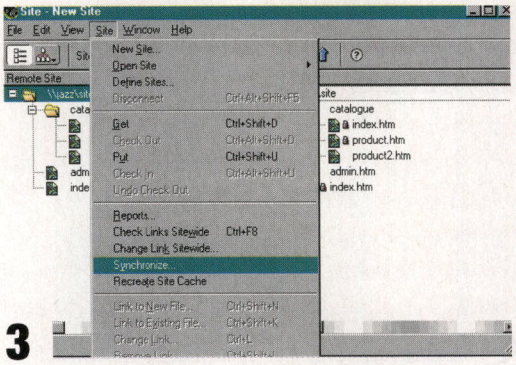
SYNCHRONISING FILES

Your site's structure is automatically mirrored on the remote server as files are transferred. New directories are automatically created. The Synchronise feature makes it possible to maintain exact duplicates on the local and remote servers as files are uploaded and redundant files deleted.

JARGON BUSTER

- **Broken link** a link that leads to a page the browser cannot find when you click on it – a major sin in Web design circles. Use the checking features in *Dreamweaver* to make sure all your internal links are accurate, and check regularly that external links still work.

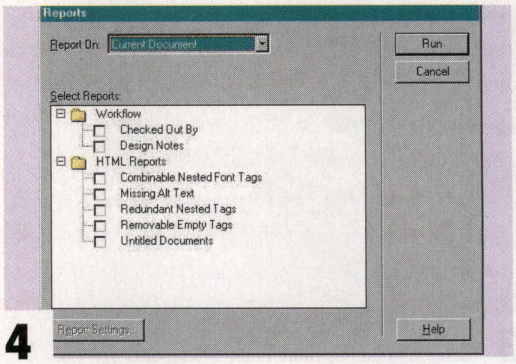
PART 2 THE SITE WINDOW (CONTINUED)



3

USING THE SYNCHRONISE FEATURE

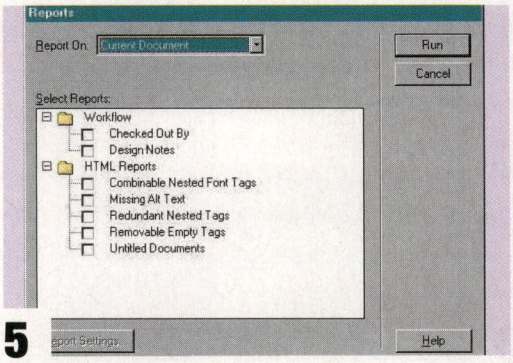
The Synchronise feature is found under Site > Synchronise and enables you to work with either the entire site or selected local files only. You can then determine whether you need to upload or download newer files to or from the remote site or a combination of the two.



4

USING REPORTS

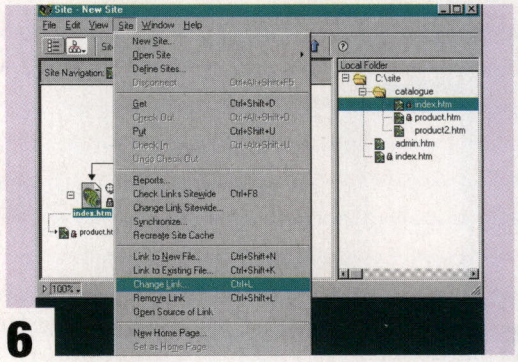
Reports are found under the Site menu. These tell you about your team's workflow or inefficient code. Reports can be carried out on individual files, complete folders or your entire site. Further options for the workflow options are made available when selected via the Report Setting button.



5

SITE MAP VIEW

Using the Site Map View provides authors with a visual representation of the site and offers an alternative method of organising your site. Selecting a file prompts the Cross-hairs tool that you can drag to another file, automatically creating a link without the need to open individual files for editing.



6

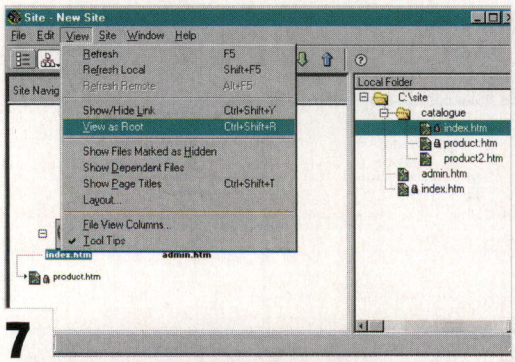
EDITING LINKS

When working in this way, it is useful to be aware of the various options available towards the bottom of the Site menu which enable you to create, amend and delete links. It's also possible to directly access the source of the link so you can edit it to match your site's standards, for example.

PRACTICAL WEB TIP

Benefits of hidden files

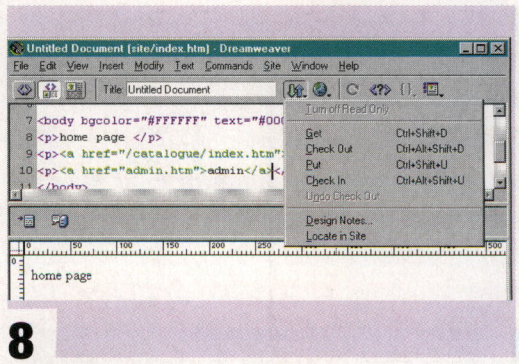
Hiding files may be useful for maintaining an easy-to-understand Site map. A file used as a scripting element for example, can be hidden from view completely – non-technical editors can then concentrate on content that is relevant to them without being confused or deleting files by accident.



7

SETTING UP YOUR ROOT FOLDER

Authors responsible for sections held in specific folders will find it useful to specify pages as the root. Select it a file and choose View > View As Root (PC) or Site > Site Map View > View As Root (Mac). Lower-level files are still accessible in the local folder.

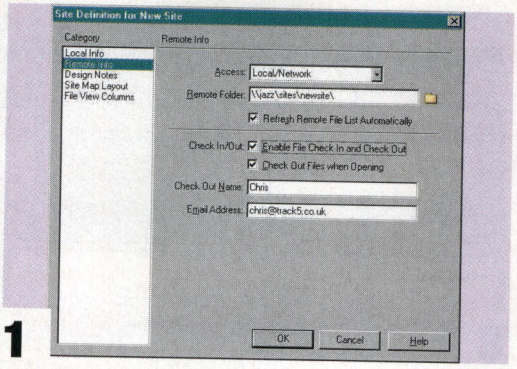


8

TITLE TAGS OR FILE NAMES?

Non-technical authors may feel more comfortable viewing the Site map using the file's title tag instead of its (possibly) non-descriptive file name. This can be toggled via View > Show Page Titles (PC) or Site > Site Map View > Show Page Titles (Mac).

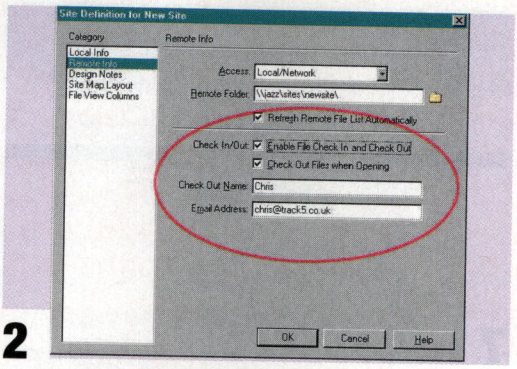
PART 3 CHECK IT OUT



1

READY TO CHECK OUT

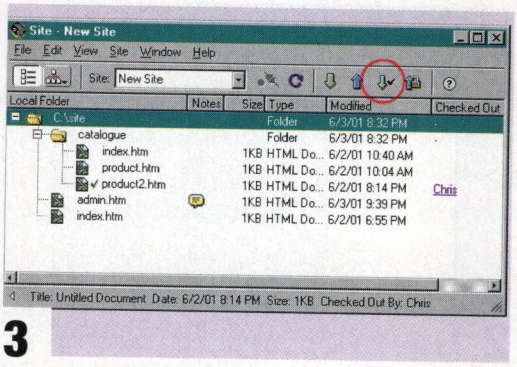
We configured the Check In/Check Out feature when defining the site earlier on, but if you're not already sure that the feature is configured correctly, go to Site > Define Sites and ensure this is selected under the Remote Info category in the left of the window.



2

IDENTIFYING THE TEAM

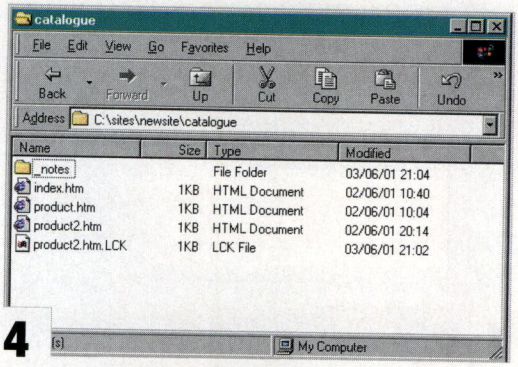
Each user within your workflow system must have a unique identification and email address so that they can be recognised. This information is then displayed in a Site window column so that colleagues can mail each other should they be working on a file that needs attention.


Site - New Site
File Edit View Site Window Help
Site: New Site
Local Folder
Notes
Size
Type
Modified
Checked Out
C:\site
Folder 6/3/01 8:32 PM
catalogue
Folder 6/3/01 8:32 PM
index.htm 1KB HTML Do... 6/2/01 10:40 AM
product.htm 1KB HTML Do... 6/2/01 10:04 AM
product2.htm 1KB HTML Do... 6/2/01 8:14 PM Chris
admin.htm 1KB HTML Do... 6/3/01 9:39 PM
index.htm 1KB HTML Do... 6/2/01 6:55 PM
Title: Untitled Document Date: 6/2/01 8:14 PM Size: 1KB Checked Out By: Chris

3

CHECKED-OUT FILES

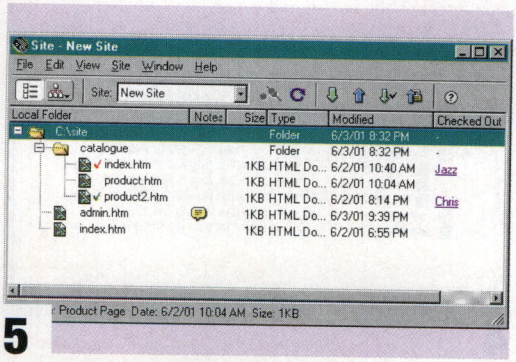
Checking Out a file means that you have downloaded the file from the remote server. It's marked with a green tick mark so that other users can see that someone is working on it. Do this by selecting any number of files and clicking on the Check Out icon at the top of the Site window.



4

CHECKING OUT SAFEGUARDS

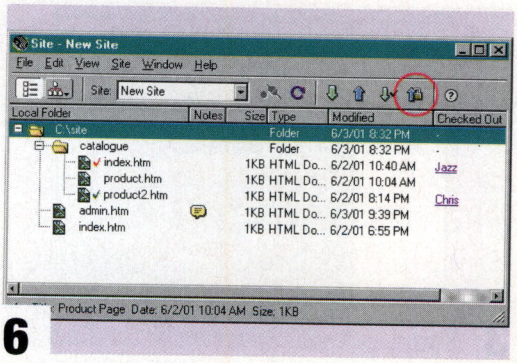
Checked Out files cannot be opened or edited until they have been checked in, but they can be overwritten if used by another FTP client. However, in applications other than *Dreamweaver*, a temporary copy of the checked out file is created with an .lck extender to prevent such incidents.


Site - New Site
File Edit View Site Window Help
Site: New Site
Local Folder
Notes
Size
Type
Modified
Checked Out
C:\site
Folder 6/3/01 8:32 PM
catalogue
Folder 6/3/01 8:32 PM
index.htm 1KB HTML Do... 6/2/01 10:40 AM Jazz
product.htm 1KB HTML Do... 6/2/01 10:04 AM
product2.htm 1KB HTML Do... 6/2/01 8:14 PM Chris
admin.htm 1KB HTML Do... 6/3/01 9:39 PM
index.htm 1KB HTML Do... 6/2/01 6:55 PM
Product Page Date: 6/2/01 10:04 AM Size: 1KB

5

WHEN OTHERS CHECK OUT FILES

If another user has checked out a file, then your copy of *Dreamweaver* will show a red tick mark by that file, along with their name in the Site window. This file will be unavailable to anyone else until it has been checked back in by the editor working on it.


Site - New Site
File Edit View Site Window Help
Site: New Site
Local Folder
Notes
Size
Type
Modified
Checked Out
C:\site
Folder 6/3/01 8:32 PM
catalogue
Folder 6/3/01 8:32 PM
index.htm 1KB HTML Do... 6/2/01 10:40 AM Jazz
product.htm 1KB HTML Do... 6/2/01 10:04 AM
product2.htm 1KB HTML Do... 6/2/01 8:14 PM Chris
admin.htm 1KB HTML Do... 6/3/01 9:39 PM
index.htm 1KB HTML Do... 6/2/01 6:55 PM
Product Page Date: 6/2/01 10:04 AM Size: 1KB

6

CHECKING IN

Checking files back in once you've finished is a similar process to checking out, in that you select checked-out or new files from the local folder and click the Check In icon at the top of the Site window. A lock symbol then indicates that the file is read-only.

PRACTICAL WEB TIP

Using case-sensitive names

Check with your hosting firm whether the Web server you use cares about the case of folder names. Some versions of *Netscape* are case-sensitive too, so it's actually best to be consistent with your file names anyway.

PRACTICAL WEB TIP

Absolute and relative paths

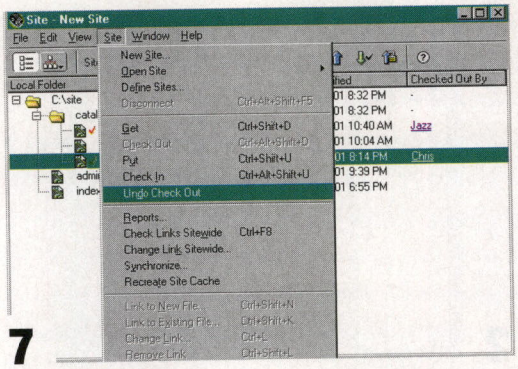
Hyperlinks you create in *Dreamweaver* can be 'absolute' URLs like www.microsoft.com/windowsxp or relative like /images/button1.gif. An absolute URL always goes to the right page; relative links go to a page in the same directory structure. Relative links make it easier to maintain your site. Use the same folder structure on your PC as on the server and try your site out before you upload it.

PRACTICAL WEB TIP

Automatic save on check-in

When checking in a file, the file may be automatically saved depending on the Preference options set in your Site Preferences under Edit > Preferences and then Site category.

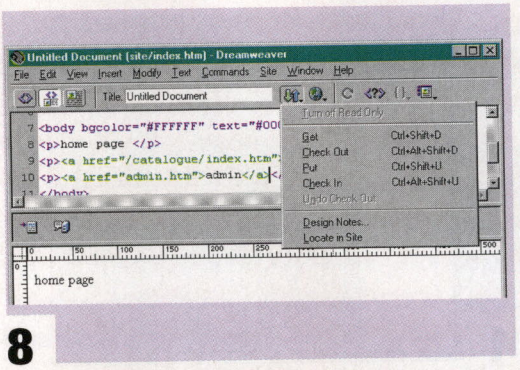
PART 3 CHECK IT OUT (CONTINUED)



7

MISTAKEN CHECKOUTS

Should a file be checked out in error, it is possible to undo the mistake quickly by choosing Site > Undo Check Out or by using the contextual menu available by right-clicking on the PC or Control-clicking on the Mac. Use this only if you haven't edited the file in the meantime.

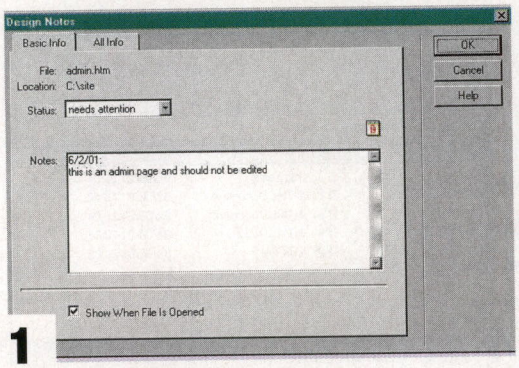


8

FILE MANAGEMENT WINDOW

It is also possible to check in and check out files from the Document window using the File Management drop-down menu on the toolbar. Be careful, though: if you check out the currently active file, the content will be overwritten by the new checked out version.

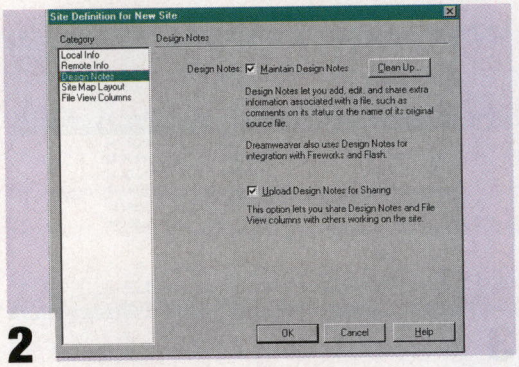
PART 4 DESIGN NOTES



1

WHY HAVE DESIGN NOTES?

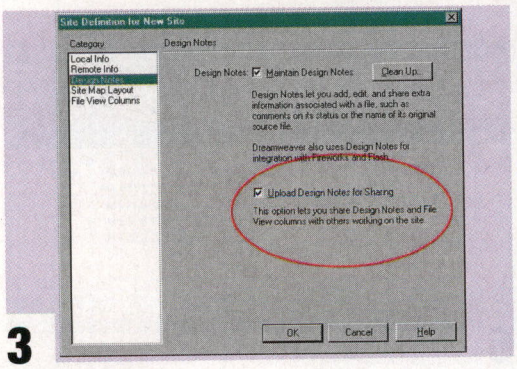
Most sites are all about communication, so it's essential that multiple authors are aware of any implications that their changes might have on a file. Design Notes are a way for editors to communicate such information and ensure that subsequent authors are aware of such considerations.


Site Definition for New Site
Category
Local Info
Remote Info
Design Notes
Site Map Layout
File View Columns
Design Notes
Design Notes: Maintain Design Notes
Clean Up...
Design Notes let you add, edit, and share extra information associated with a file, such as comments on its status or the name of its original source file.
Dreamweaver also uses Design Notes for integration with Fireworks and Flash.
Upload Design Notes for Sharing
This option lets you share Design Notes and File View columns with others working on the site.
OK
Cancel
Help

2

ACTIVATING DESIGN NOTES

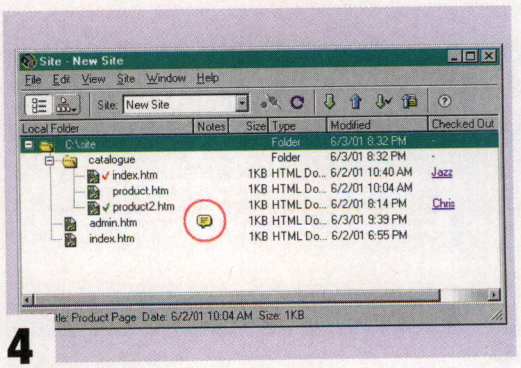
Design Notes are activated by default but you can double-check their status on your site through the Design Notes category in the Site Definition window. Any notes relating to specific files are automatically modified when their parent file is amended, moved or deleted.


Site Definition for New Site
Category
Local Info
Remote Info
Design Notes
Site Map Layout
File View Columns
Design Notes
Design Notes: Maintain Design Notes
Clean Up...
Design Notes let you add, edit, and share extra information associated with a file, such as comments on its status or the name of its original source file.
Dreamweaver also uses Design Notes for integration with Fireworks and Flash.
Upload Design Notes for Sharing
This option lets you share Design Notes and File View columns with others working on the site.
OK
Cancel
Help

3

UPLOADING NOTES

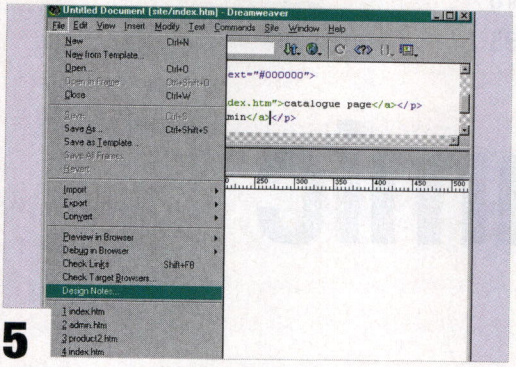
Choosing to upload Design Notes at the same time as their related files means that other users can always see your notes, which can be crucial in a collaborative environment. However, as the site manager, you might choose not to activate this feature for your own use.


Site - New Site
File Edit View Site Window Help
Site: New Site
Local Folder
Notes
Size Type
Modified
Checked Out
C:\site Folder 6/3/01 8:32 PM
catalogue Folder 6/3/01 8:32 PM
index.htm 1KB HTML Do... 6/2/01 10:40 AM Jazz
product.htm 1KB HTML Do... 6/2/01 10:04 AM
product2.htm 1KB HTML Do... 6/2/01 8:14 PM Chris
admin.htm 1KB HTML Do... 6/3/01 9:39 PM
index.htm 1KB HTML Do... 6/2/01 6:55 PM
Product Page Date: 6/2/01 10:04 AM Size: 1KB

4

NOTES IN THE SITE WINDOW

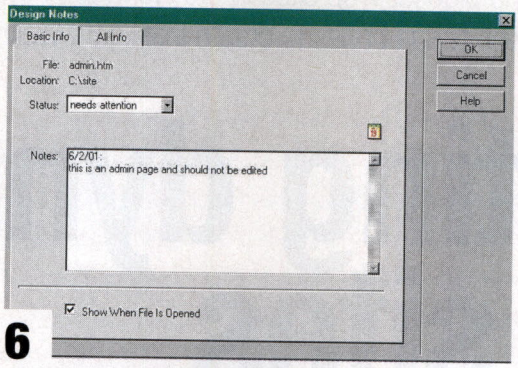
Any files with Design Notes attached are clearly identifiable through the Site window from the available icon that appears. Double-clicking the icon will automatically open the note directly without needing to open the related file first, saving a bit of time.



5

CREATING A DESIGN NOTE

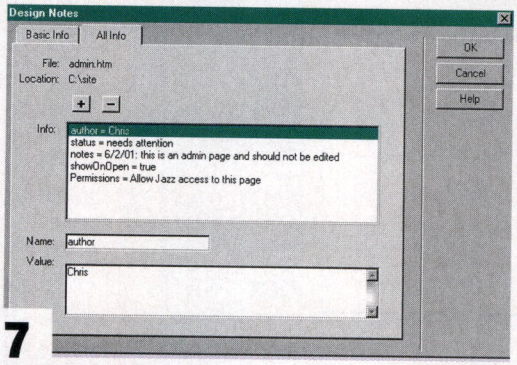
There are a number of methods of adding Design Notes to the file of your choice. You can choose File > Design Notes from within the Document or Site windows or simply double-click in the Notes column next to the appropriate file while in the Site window. Just do what's easiest for you.



6

WRITING A DESIGN NOTE

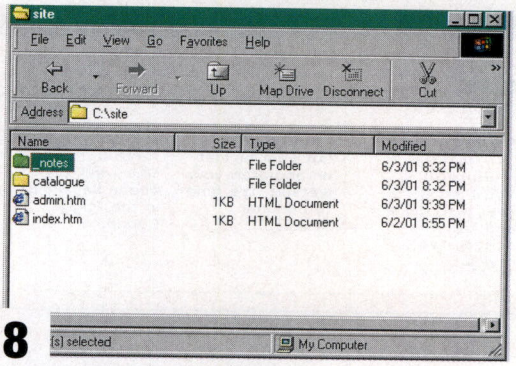
There are two tabs available in each Note. In The Basic Info tab, you can set the status of the file and add your comments. The Date icon will auto-insert the date and you can determine whether your Note should open when the file does by checking the option at the bottom of the window.



7

THE ALL INFO TAB

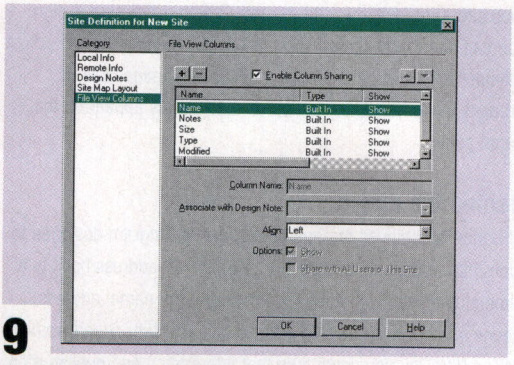
The Design Note's All Info tab provides more detailed possibilities, where you can include information such as the file's owner for example. Clicking the + symbol under this tab creates blank name and value fields for you to create new comments of this kind.


site
File Edit View Go Favorites Help
Back Forward Up Map Drive Disconnect Cut
Address C:\site
Name Size Type Modified
_notes File Folder 6/3/01 8:32 PM
catalogue File Folder 6/3/01 8:32 PM
admin.htm 1KB HTML Document 6/3/01 9:39 PM
index.htm 1KB HTML Document 6/2/01 6:55 PM
[s] selected
My Computer

8

WHERE ARE MY NOTES?

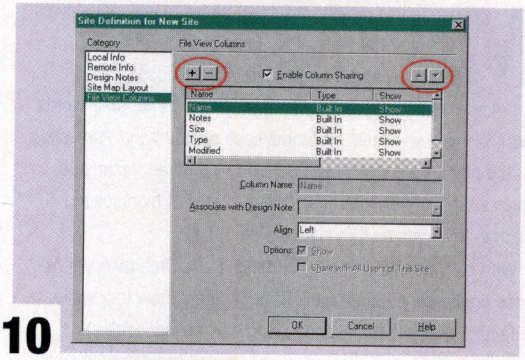
Click OK when you've completed your Notes. The Notes are then created in a folder hidden in *Dreamweaver* called _notes. This can be viewed and opened outside of *Dreamweaver* to reveal a file with a .mno extension. A note file associated with index.htm will become index.htm.mno for example.



9

PLANNING HOW TO USE NOTES

Notes can provide comprehensive information about your site and as such, you may need to plan them out beforehand. From the Site window choose View > File View Columns (PC) or Site > Site File View > File View Columns (Mac) to configure the Site window so it best displays your preferences.



10

EDITING COLUMNS

While in this area, you can add new columns by clicking the + symbol and delete them using the - symbol. To rearrange the order of the columns, highlight your chosen column and use the up and down arrows to customise the way the columns are displayed.

PRACTICAL WEB TIP

Where to find more help

For more information on *Dreamweaver's* Notes feature, or indeed any of *Dreamweaver's* site management tools, check out the extensive help files and keep an eye on what's happening on Macromedia's *Dreamweaver* Web pages.

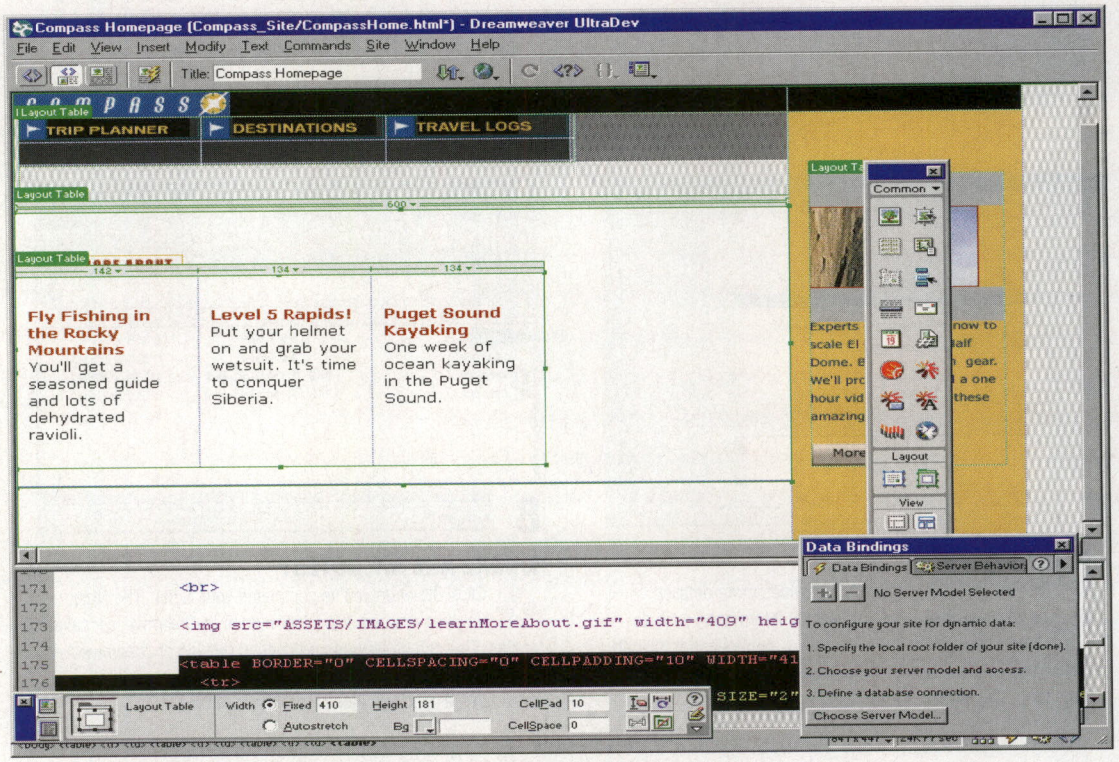
The secrets of the biggest Web sites in the world are now yours – harness the power of databases to create intelligent Web pages

Creating dynamic Web sites

PRACTICAL WEB TIP

Adding features with ASP editors

Microsoft's *Visual Interdev* is a powerful tool for building ASP: the Design Time Controls let you add features without writing much code and AutoComplete suggests arguments and properties for your options.


Compass Homepage (Compass_Site/CompassHome.html*) - Dreamweaver UltraDev
File Edit View Insert Modify Text Commands Site Window Help
Title: Compass Homepage
TRIP PLANNER
DESTINATIONS
TRAVEL LOGS
Fly Fishing in the Rocky Mountains
You'll get a seasoned guide and lots of dehydrated ravioli.
Level 5 Rapids!
Put your helmet on and grab your wetsuit. It's time to conquer Siberia.
Puget Sound Kayaking
One week of ocean kayaking in the Puget Sound.
Data Bindings
Server Behavior
No Server Model Selected
To configure your site for dynamic data:
1. Specify the local root folder of your site (done).
2. Choose your server model and access.
3. Define a database connection.
Choose Server Model...

<img src="ASSETS/IMAGES/learnMoreAbout.gif" width="409" heig
<table BORDER="0" CELLSPACING="0" CELLPADDING="10" WIDTH="41
<tr>
Layout Table
Width Fixed 410
Height 181
CellPad 10
CellSpace 0
Autostretch

With help from *Dreamweaver MX* or *UltraDev*, you can create Web sites that merge with databases and stay up to date all the time.

PRACTICAL WEB TIP

More about ASP-based sites

Many ASP sites are based on a database; you can use scripts to present this database. In *Access 2000* or 2002, create ASP pages by making Data Access Pages (File>Save As>Save Data Access Page).

Most people making their first Web site will probably sit and type the words they want directly into *Dreamweaver*. Perhaps later they'll adopt a more workflow-oriented approach where they first create their words and images in specialist programs such as *Word* and *Photoshop*. Yet the biggest sites of all use an entirely different technique, which enables them to produce many pages at high speed, reacting to events as they happen.

With software like *UltraDev* and especially *Dreamweaver MX*, these previously arcane rituals have become know to a wider audience, and now there's no reason why anyone with a reasonable degree of computing confidence shouldn't follow in the footsteps of the Web giants and create their own dynamic Web site. On a dynamic site, content is separated from design. You can add to the content, and the pages on your site will adjust themselves to include the new material. New pages will be created, while headlines and up-to-date photos appear on the home page.

Behind the magic

The trick is achieved through a database, a program designed to store information as records. For example, an address book is a simple database, with each record storing the name, address, phone number and so on of a single contact. With *Dreamweaver MX* or *UltraDev*, you could take that information and publish it on the Web; and as you added more contacts to your files, the Web

SEE ALSO See dynamic databases in action in "Using extensions in *UltraDev*", **page 84**
Meet the new generation of database-compatible Web design software in "Introducing *Dreamweaver MX*", **page 66**

site would automatically add those details too.

Here's another example seen on many Web sites: live news updates. You might create a database record for each news story you write, with the record storing the headline, the release date and the story itself. Your Web site's home page or 'what's new' page would then be able to refer to the database. Each time a visitor accesses that page, it would refer to the database and present the headlines for the ten most recent stories in the database, with links to pages where the visitor can read each story in full. This lets you create a home page that is always up to date, without you having to change it manually each time you write an article. All you have to do is add new stories as they happen: the page looks after itself.

How dynamic sites work

These types of sites are known as Web applications, because they are able to adapt intelligently as content is added or removed. A sophisticated Web application can personalise pages for each visitor (www.amazon.co.uk, for example), compile discussion forums from visitor input and process orders made through an e-commerce section.

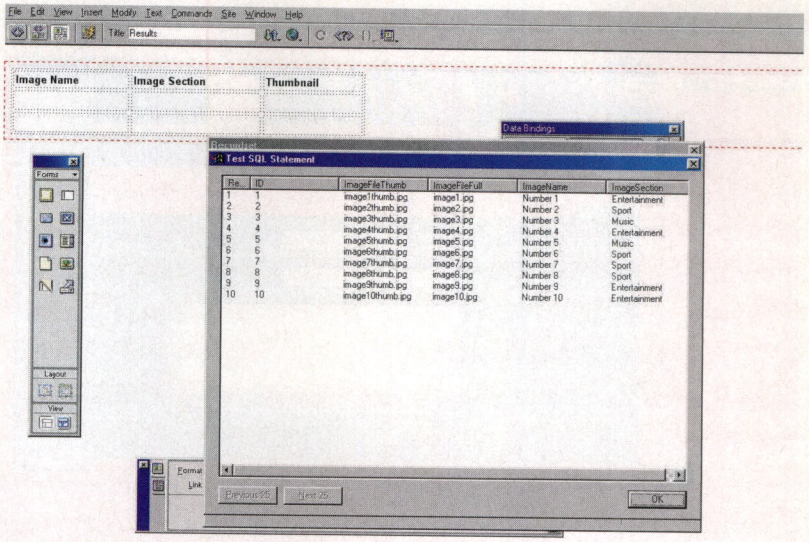
A Web server would normally store just the Web pages you create and elements like images that you use in those pages. With a Web application, the server must also store a database program and file, and you have to design your pages so that they can refer to the database automatically.

DATABASE As we've seen, the database stores the information, such as text and images, used to populate your Web site. The database application may be one you can use with or without a database, or it may have been designed specifically for the Web. Popular Web databases include Microsoft Access and SQL Server, Oracle and MySQL.

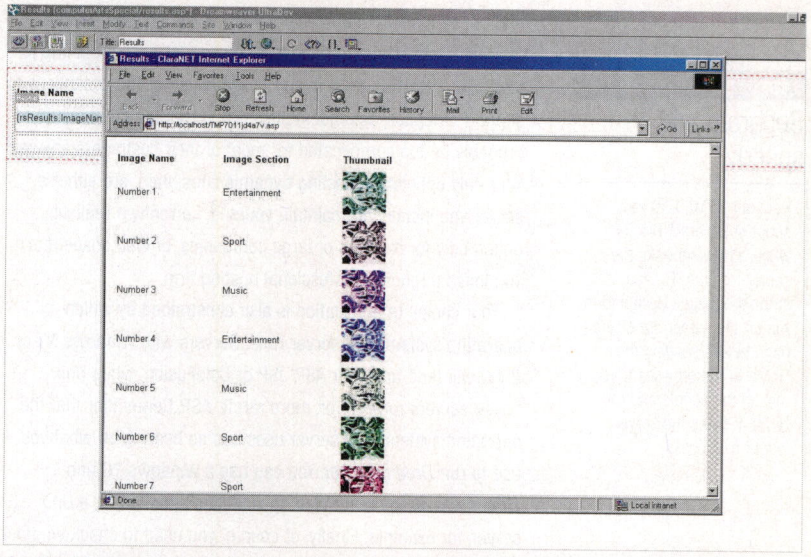
APPLICATION FILE This is the term for a Web page designed to work with database content. You can build an application file in *Dreamweaver MX* or *UltraDev* in a similar way to the more typical 'flat' pages, making decisions on layout, colour and text sizing. The difference is that you can also include objects within the page that refer to the database for their information. To take our news story example again, your home page may present the lead news stories using one object for the headline, one object for the summary and one object for the link to the full story. In *Dreamweaver*, you can format the object so that the headline is big and bold while the other elements are more discrete. As your visitor loads the page, your Web server fetches the contents for each object on that page from the latest version of the database.

When it comes to the page with the full news story, you can reuse some of the same objects – the headline in particular. But you can also decide to style the object differently on this page without affecting the home page.

Although much of the information contained within an application file of this kind isn't HTML, modern Web browsers are still able to read that information and convert it into HTML to present to your visitor. It doesn't take much Web browsing until you see examples of this process in action: many pages on the Web now feature a different file extension to the usual .htm or .html, and a lot of these are Web application files. Common application file formats include Active Server Pages (look for the file extension .asp), PHP (.php), JavaServer Pages (.jsp) and Macromedia's own ColdFusion (.cfm).



Before: Here's a database showing a list of records, each with fields of information...



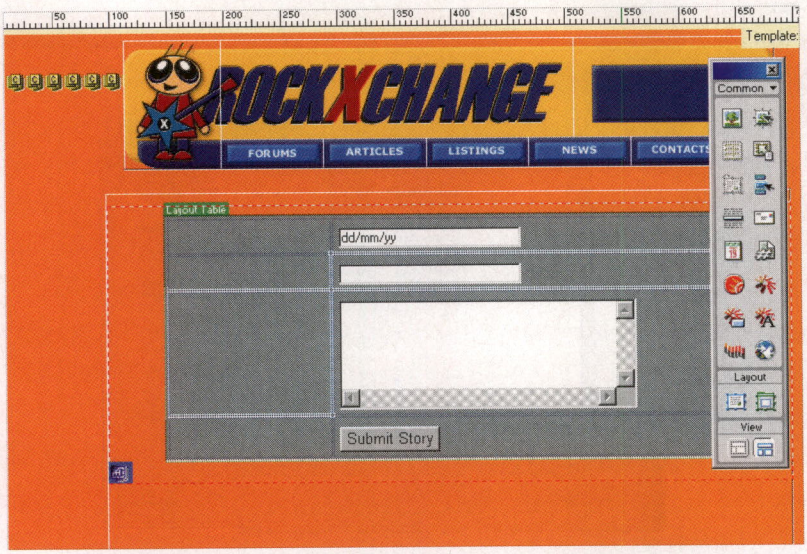
After: *Dreamweaver* can take that data and interpret it within a Web page designed to your specifications.

APPLICATION SERVER So you've got your database and you've got your design files into which this content can go – now all you need is a way to put them together. This is where the application server comes in: when a visitor accesses an application file on your Web site, the application server checks the file to see which parts of the database it needs to fetch, integrates that content into the page and converts it into HTML so that your visitor's browser can read it. Popular application servers include Active Server Pages, ColdFusion and JavaServer Pages.

Web space

You can probably deduce from the names that an application server is designed to work with a specific application file format – your freedom to mix and match is severely limited. So the first step in choosing the best Web application for your project is to

You can create a page that is always up to date, without having to change it manually each time you write an article



You can preview how your final Web page will appear – complete with information direct from your database.

find out which will run on your server. While the Web space offered as part of an Internet service provider account is fine for standard 'flat' Web sites, it isn't possible yet for these services to support database-dependent sites – and running them would probably be too complicated for most of their customers anyway. Your only options for hosting dynamic sites, then, are either a server you install and maintain yourself, currently a realistic option only for medium or large companies, or Web space that you lease through a professional hosting firm.

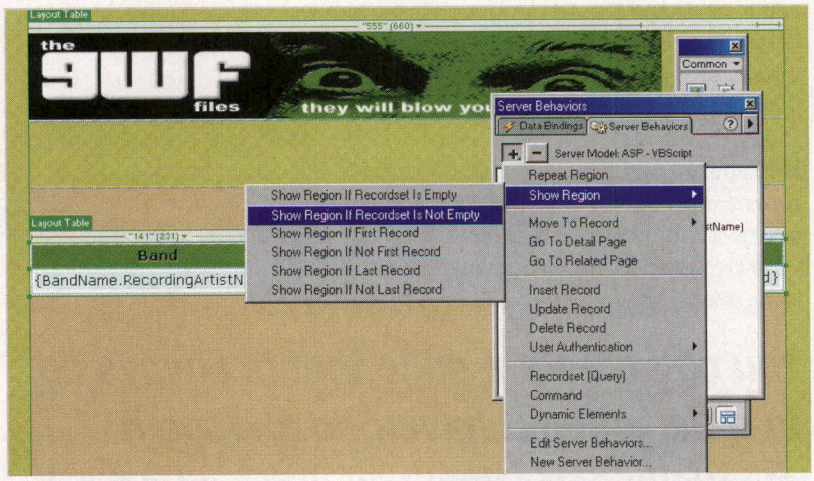
Your choice of application is also constrained by which operating system your server runs. Servers with Windows NT or 2000 will tend to favour ASP, JSP or ColdFusion, while Unix-based servers run PHP or, more rarely, ASP. Remember that the operating system your server uses has no bearing on what you use to run *Dreamweaver*. You can use a Windows PC and *Dreamweaver* to create Web applications intended for a Unix server, for example. Finally, of course, you need to check whether your version of *Dreamweaver* supports application-based pages of the kind you want.

PRACTICAL WEB TIP

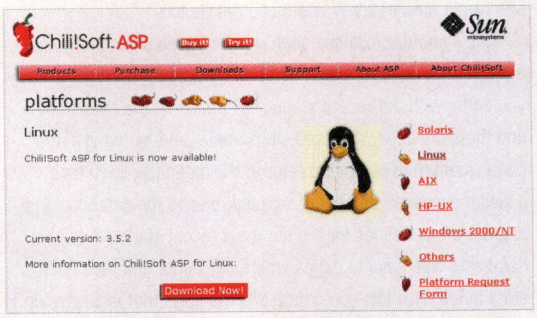
Separate and speedy

Put your HTML and your script in separate blocks: when a browser asks the server for an ASP page, it strips the scripts designed to run on the server out of the page before sending the HTML to the browser. If you mix up the scripts and the HTML it takes the server longer to process.

It's worth upgrading to* Dreamweaver MX *if you have any serious intentions of creating database-driven Web sites



All the tools you need for building database-driven Web pages are included with key versions of *Dreamweaver*.



You can choose from a variety of application file formats for your database information, including Chili!Soft ASP from www.chilisoft.com.

As we saw on page 6, there were two versions until recently: *Dreamweaver UltraDev*, which offered the ability to work live with Web application files, and the standard *Dreamweaver*, in which that feature was missing. *UltraDev 4* included support for ColdFusion, ASP and JSP.

Dreamweaver options

Whether you currently own *Dreamweaver* or *UltraDev*, it's worth upgrading to the new *Dreamweaver MX* if you have any serious intentions of creating database-driven Web sites. There is now just one program rather than two, with all the application features of *UltraDev* included and improved upon. The ability to view live content within your designs is much better, and *Dreamweaver MX* also supports more application file formats and databases than *UltraDev 4* did. The application servers you can use with *Dreamweaver MX* are ASP, ASP.NET, ColdFusion, JSP and PHP.

The only black spot in *Dreamweaver's* otherwise excellent support has been for Mac users, who haven't enjoyed any officially supported way to create live Web pages through *Dreamweaver*. That's now changed with *Dreamweaver MX* and its new support for PHP, which is an ideal partner for the Unix-based Mac OS X and its built-in Apache Web server.

Once you've picked your application server, you can then select your database program. *Dreamweaver MX* has been tested with *Microsoft Access*, which is a good choice for smaller sites with simpler needs, as well as Microsoft SQL Server, MySQL and Oracle, all of which can handle complex projects that are likely to have to cope with many visitors.

You can find details of all the application servers, databases and database drivers that *Dreamweaver MX* supports at www.macromedia.com/support/dreamweaver/ts/documents/dwmx_dynamic_faq.htm

Feel like a challenge?

As you've probably gathered, assembling a server set-up to deliver database-driven Web pages still requires a decent amount of technical know-how – or, in a firm, the support of someone with that knowledge.

But once you've established your dynamic Web server, *Dreamweaver* stands out as the ideal way to create the pages that will store your constantly updated information, and in the new version even enables you to connect to the server live and see exactly how the page will look. At last the little guys can take on the big guns and produce a site just as alive, compelling and up to date.

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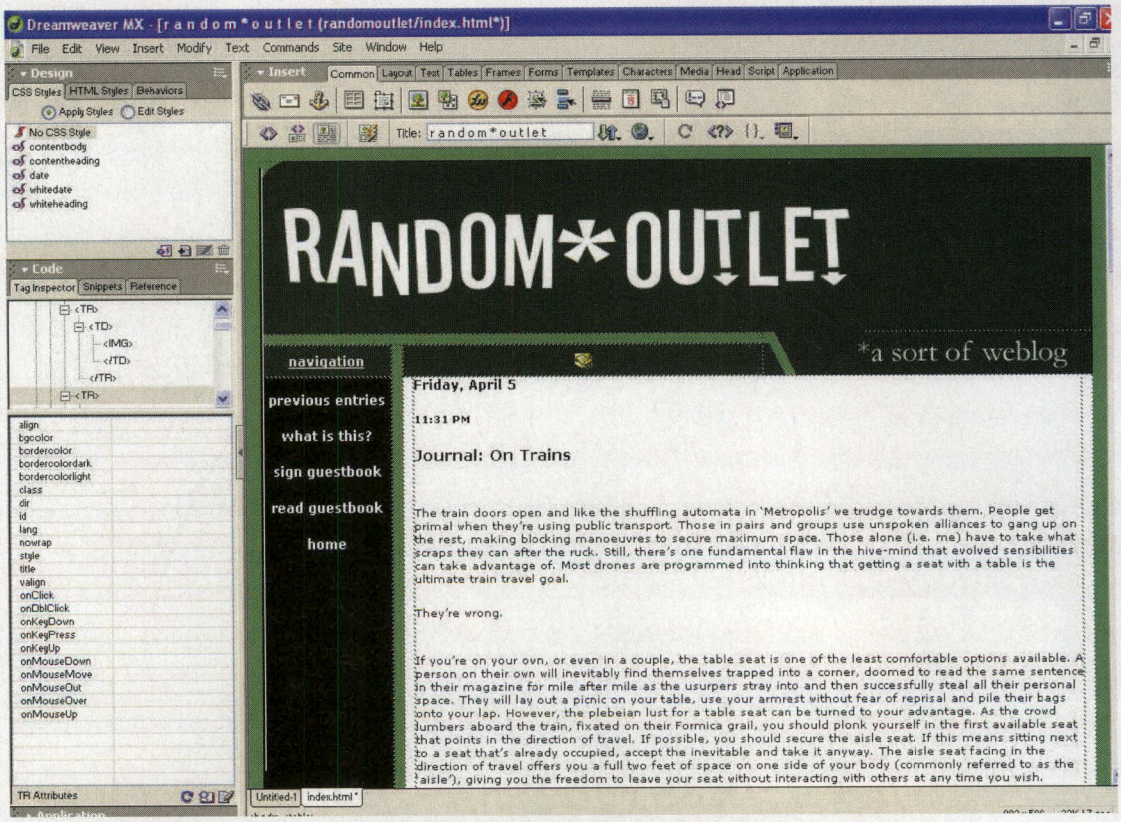
The latest release brings in new tools, a new look and a powerful way to integrate databases into your site – time to upgrade?

Introducing Dreamweaver MX

Even if you're new to Web design, you probably already know that *Dreamweaver* is the designer's choice of Web authoring application. It outsells all its rivals – apart from *Microsoft FrontPage*, which appeals more to corporate users than designers, and is part of the company's ubiquitous *Office* suite.

From version 1.0, *Dreamweaver* has possessed visual layout capabilities that few other products could compete with. Over time, Macromedia has introduced welcome upgrades to this original model, bringing in Roundtrip Code and Layout Tables, integrating CSS editing features and improving the manual coding features. The standard drag-and-drop metaphor has changed little throughout this time. *Dreamweaver's* key tools have always been in the Objects panel, where you could find page elements and the Property Inspector that enabled you to change the parameters of those elements in your page.

Dreamweaver UltraDev started out as an addition to the product range, at first appearing to some like a hasty attempt to catch up with the Web application capabilities built into *FrontPage*. *Dreamweaver* UltraDev 4, a tool that put the power of Web application development into the hands of designers, quickly replaced this first incarnation. Now, with the release of *Dreamweaver* MX, the two branches of the product line have merged into one – creating a powerful application that combines elements of recent Macromedia acquisitions ***ColdFusion*** *Studio*


Dreamweaver MX - [random*outlet (randomoutlet/index.html*)]
File Edit View Insert Modify Text Commands Site Window Help
Design
CSS Styles HTML Styles Behaviors
Apply Styles Edit Styles
No CSS Style
contentbody
contentheading
date
whitedate
whiteheading
Code
Tag Inspector Snippets Reference
Insert
Common Layout Text Tables Frames Forms Templates Characters Media Head Script Application
Title: random*outlet
RANDOM*OUTLET
*a sort of weblog
navigation
previous entries
what is this?
sign guestbook
read guestbook
home
Friday, April 5
11:31 PM
Journal: On Trains
The train doors open and like the shuffling automata in 'Metropolis' we trudge towards them. People get primal when they're using public transport. Those in pairs and groups use unspoken alliances to gang up on the rest, making blocking manoeuvres to secure maximum space. Those alone (i.e. me) have to take what scraps they can after the ruck. Still, there's one fundamental flaw in the hive-mind that evolved sensibilities can take advantage of. Most drones are programmed into thinking that getting a seat with a table is the ultimate train travel goal.
They're wrong.
If you're on your own, or even in a couple, the table seat is one of the least comfortable options available. A person on their own will inevitably find themselves trapped into a corner, doomed to read the same sentence in their magazine for mile after mile as the usurpers stray into and then successfully steal all their personal space. They will lay out a picnic on your table, use your armrest without fear of reprisal and pile their bags onto your lap. However, the plebeian lust for a table seat can be turned to your advantage. As the crowd clumbers aboard the train, fixated on their Formica grail, you should plonk yourself in the first available seat that points in the direction of travel. If possible, you should secure the aisle seat. If this means sitting next to a seat that's already occupied, accept the inevitable and take it anyway. The aisle seat facing in the direction of travel offers you a full two feet of space on one side of your body (commonly referred to as the 'aisle'), giving you the freedom to leave your seat without interacting with others at any time you wish.
TR Attributes
Untitled-1 index.html*

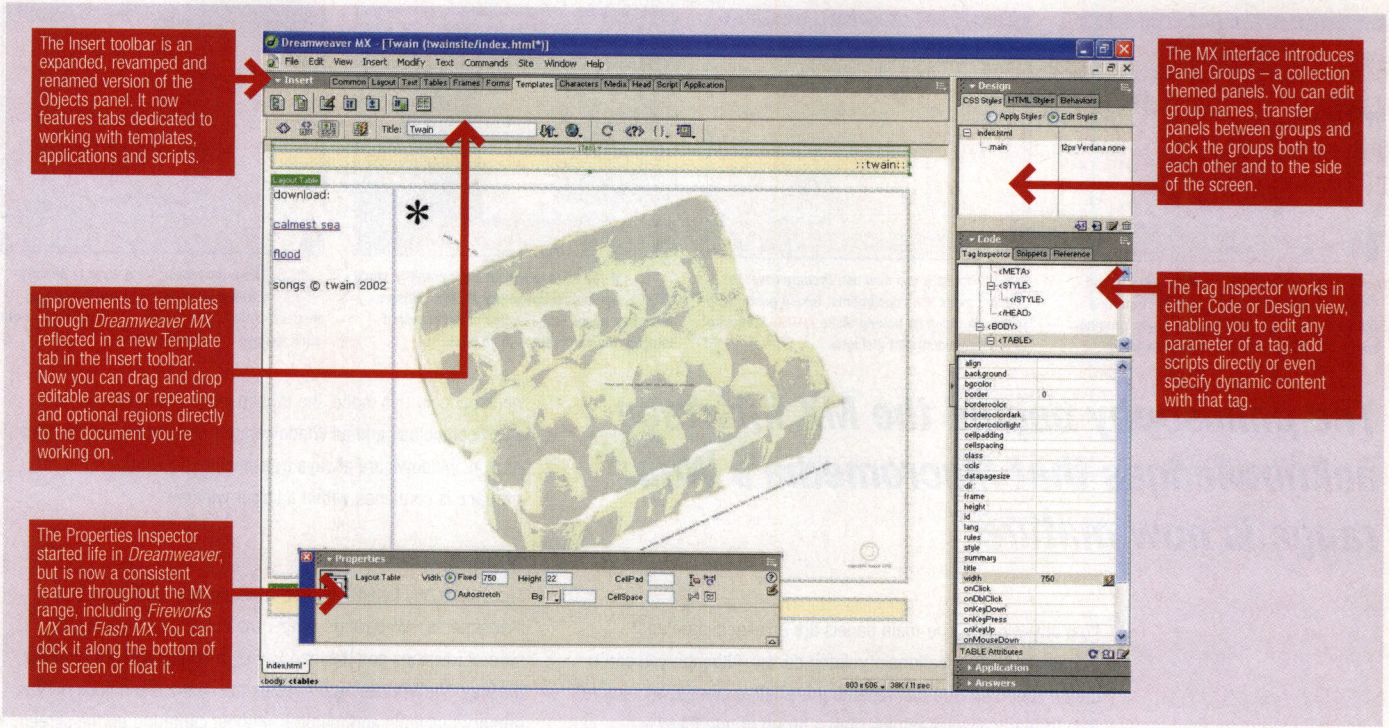
Dreamweaver **gets the full Macromedia MX treatment in this latest version, with Panel Groups that enable you to organise frequently-used windows, plus dockable panels and new layouts. It's a dramatic overhaul that still preserves the ingredients that have made *Dreamweaver* so popular.**

JARGON BUSTER

- **ColdFusion** A server package acquired by Macromedia. You can buy *ColdFusion* to run on your Web server, then create ColdFusion-based pages within *Dreamweaver MX*.
- **HomeSite** A Web development package acquired by Macromedia. Many of *HomeSite's* coding features have been incorporated into *Dreamweaver MX*.

ALSO SEE you can find out more about *Dreamweaver MX* and its new features at **www.macromedia.com/dreamweaver**
Database-driven sites are integral to *Dreamweaver MX* – discover how they work in 'Creating dynamic Web sites', **page 62**

THE NEW MACROMEDIA MX INTERFACE


The Insert toolbar is an expanded, revamped and renamed version of the Objects panel. It now features tabs dedicated to working with templates, applications and scripts.
Improvements to templates through Dreamweaver MX reflected in a new Template tab in the Insert toolbar. Now you can drag and drop editable areas or repeating and optional regions directly to the document you're working on.
The Properties Inspector started life in Dreamweaver, but is now a consistent feature throughout the MX range, including Fireworks MX and Flash MX. You can dock it along the bottom of the screen or float it.
The MX interface introduces Panel Groups – a collection themed panels. You can edit group names, transfer panels between groups and dock the groups both to each other and to the side of the screen.
The Tag Inspector works in either Code or Design view, enabling you to edit any parameter of a tag, add scripts directly or even specify dynamic content with that tag.

and ***HomeSite*** within a familiar environment. Excited? Well, you should be.

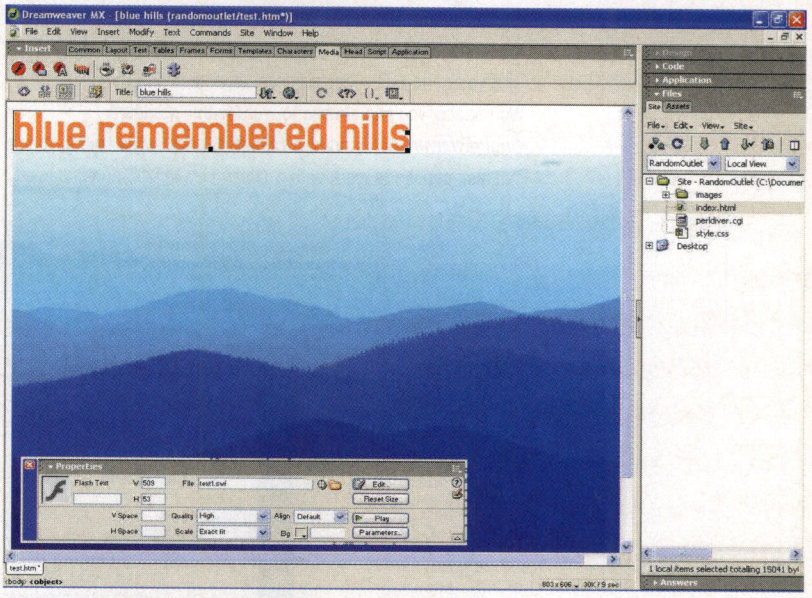
The standard *Dreamweaver* package is now a fully fledged Web application development environment, and it's quite simply unlike any other tool on the market. It can produce database-powered Web sites using the Active Server Pages protocol, ColdFusion and, at last, PHP. It also boasts a brand new interface. No, not a tweaked interface or a couple of new panels – a look and feel that's been redesigned from the ground up.

Starting up

When you start *Dreamweaver* MX for the first time, you may wonder where the Objects panel is. Take a look at the top of the screen, just below the standard menubar, and there you go; a tabbed, horizontal toolbar. Take a look under the Window menu and you'll see that this is called Insert – presumably because not all the elements you can access from here are objects. Most of the tabs have familiar names, a couple are new, some have been moved from other parts of the interface. You'll find the default sets of common HTML objects here: Head, Forms, Frames and Characters. There's now a separate tab for Layout controls that includes access to the Table and Layers objects in Standard view, and Layout Tables and Cells in Layout view.

The innovative Layout tables introduced in *Dreamweaver 4* are still here and work in much the same way, making it easy to quickly put together faultless pages. There are now more ways to edit the parameters once they're in position, and the icons to activate the feature are in a separate Tables tab. This enables you to define a table using a standard dialogue box.

The Script tab gives you access to the JavaScript editing window that was once hidden in the Invisibles section, and also has the Server Side Include object that was so easy to overlook when it was located alongside Common elements. Some of the tabs, such as the Applications tab and Templates tab, are there to



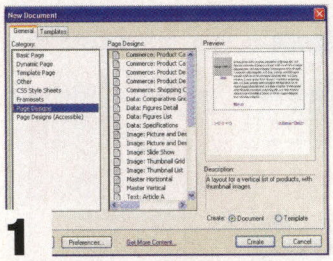
The big news is that *UltraDev* and *Dreamweaver* are no longer separate products: *Dreamweaver MX* continues from *UltraDev 4*, rather than the plain vanilla version. That's reason enough for anyone to upgrade.

service revamped or new features that we'll come to in more detail later.

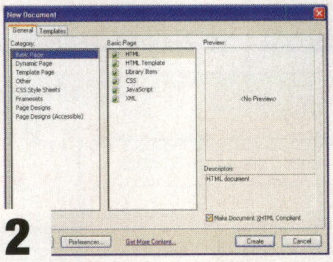
The new Insert toolbar is part of a much wider interface overhaul. This is *Dreamweaver MX*, not *Dreamweaver 5*, and the MX interface that first debuted in *Flash MX* – and is also part of *Fireworks MX* and the latest *ColdFusion* – is evident here. You get dockable panels, roll-up panel-hiding features, and the ability to

Dreamweaver MX boasts a brand-new interface – a look and feel that's been redesigned from the ground up

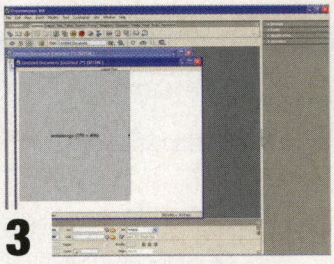
HIGH-SPEED WEB DEVELOPMENT



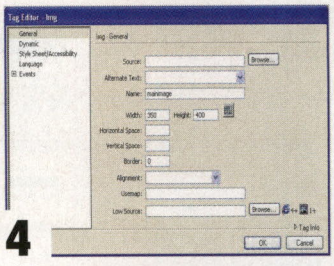
1 When your site is set up, you can add pages. File > New opens a revamped dialogue with a list of document types, ranging from basic HTML pages to layout templates.



2 You can use now use *Dreamweaver* to make **XML** documents. Take a gentle step in this direction by ticking Make **XHTML** Compliant in the New Document dialogue.



3 If you need to lay out pages rapidly, you'll appreciate image placeholders. Insert them into pages just as you'd insert standard images. You can replace them later.



4 There are now several ways to directly edit tag attributes: use the Properties Inspector, the Tag Inspector, edit manually or right-click to open a Tag Editor. Phew.

The philosophy behind the MX interface acknowledges that Macromedia's Web range is now mature

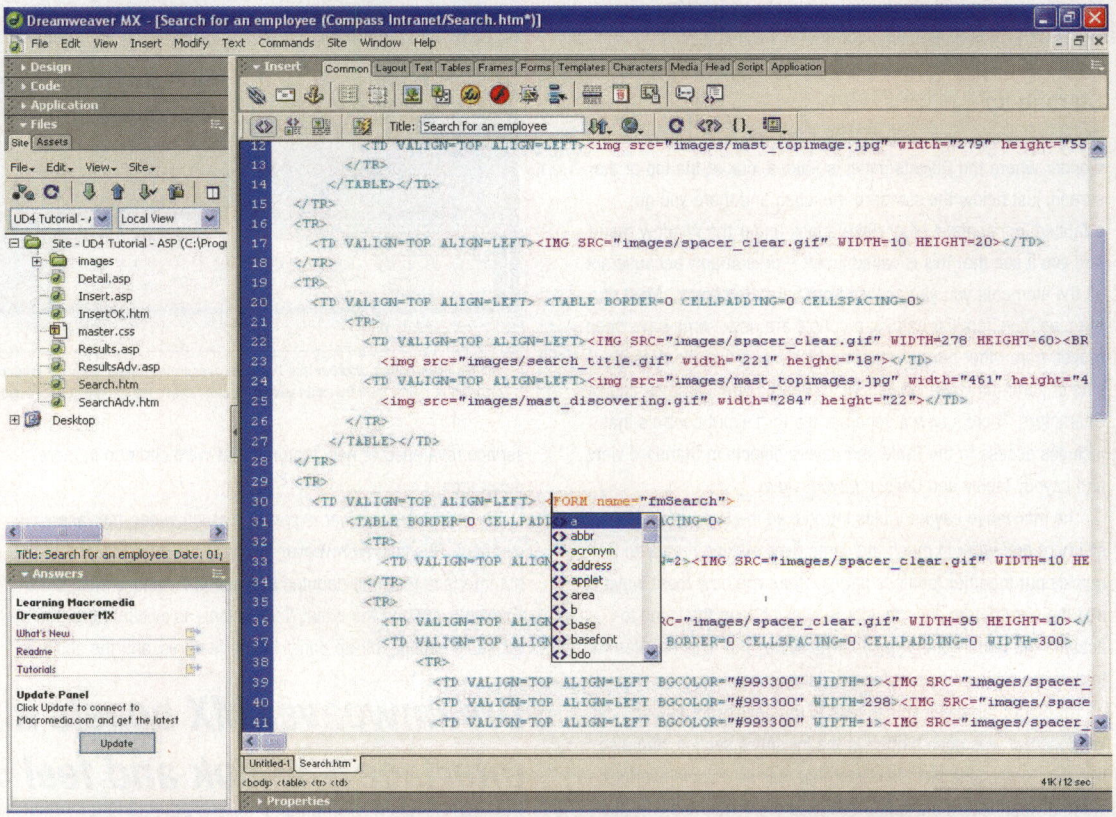
float any window. The main panels are arranged into Panel Groups, tabbed collections of related panels. Although you can't create your own, you can rename the existing groups, and you're able to tear individual panels from a group or add them to another group. This gives you a great deal of control over how the workspace looks, and you can tailor it to the task at hand.

If you go to Edit > Preferences, then click on Change Workspace, you can choose to work with a standard *Dreamweaver MX* layout or a *HomeSite*/coder-style layout. You can also choose to work with a *Dreamweaver-4*-type windowed workspace. In this mode, the tabbed Insert panel reverts to a vertical toolbar, and all Windows are free-floating. On the Mac version, windows are always free-floating; in Windows the MX interface is contained within a larger window.

Making space

The philosophy behind the MX interface acknowledges that Macromedia's Web range is now mature. It's been through several revisions and has had lots of functionality built in along the way. The MX interface enables the continual addition of new primary functions and features, without cluttering up the screen. *Dreamweaver MX* boasts some significant additions, but if anything, it looks far more streamlined than its predecessors.

Among the new panels you'll find the Site panel. This incorporates all the features of the old Site view, but in the MX interface you can now see it alongside the page you're working on, docked with the other panels. If you prefer, you can tear the



Incorporating the best features from the now-defunct *HomeSite*, *Dreamweaver's* code-editing capabilities finally match its visual layout features. It's easier than ever to hand-code your page and to use a variety of markup and scripting languages.

JARGON BUSTER

- **XML** A new format for Web pages and other document types, which gives you huge control over your pages by enabling you to define all the criteria they should refer to.
- **XHTML** A form of the standard HTML standard that is fully compatible with XML. Even if you have no need to compose full XML pages yet, saving your work in XHTML will mean you'll be able to integrate it with any future XML projects.

CODING A PAGE BY HAND

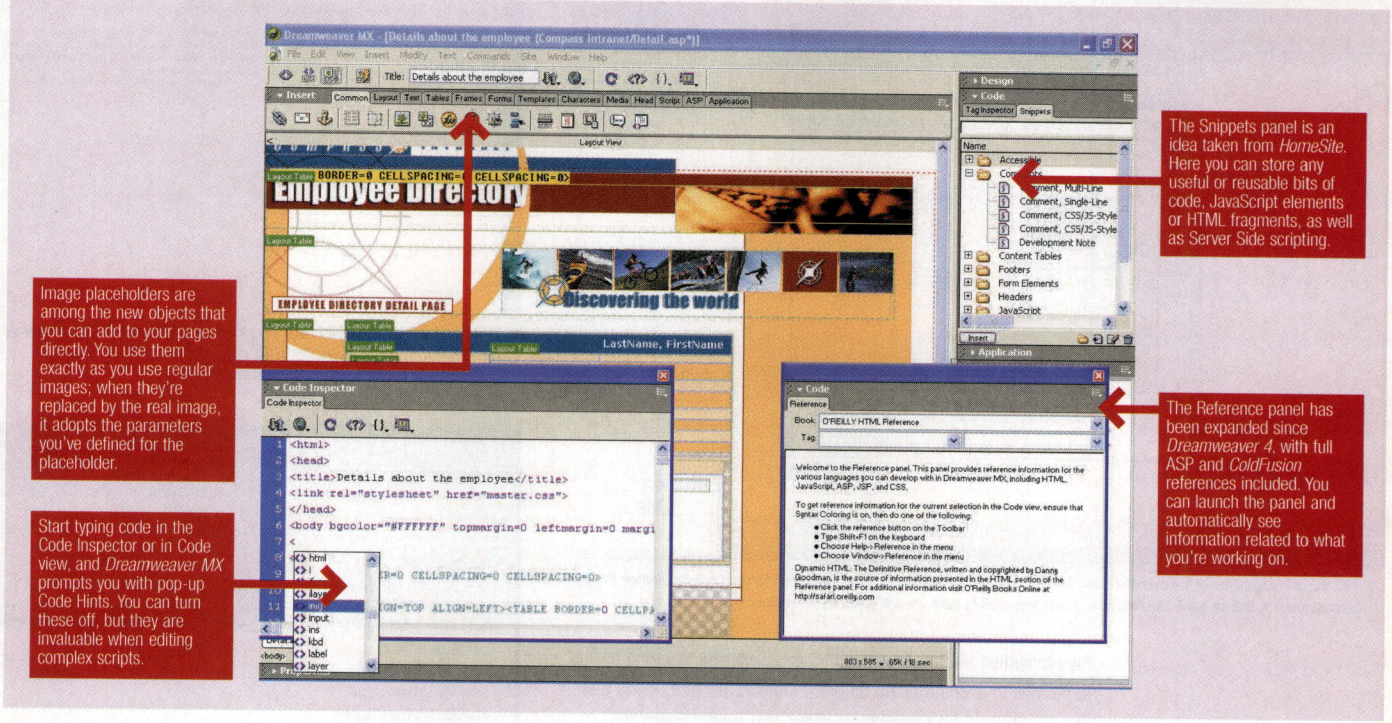


Image placeholders are among the new objects that you can add to your pages directly. You use them exactly as you use regular images; when they're replaced by the real image, it adopts the parameters you've defined for the placeholder.
Start typing code in the Code Inspector or in Code view, and Dreamweaver MX prompts you with pop-up Code Hints. You can turn these off, but they are invaluable when editing complex scripts.
The Snippets panel is an idea taken from HomeSite. Here you can store any useful or reusable bits of code, JavaScript elements or HTML fragments, as well as Server Side scripting.
The Reference panel has been expanded since Dreamweaver 4, with full ASP and ColdFusion references included. You can launch the panel and automatically see information related to what you're working on.

panel from its dock and open it into a full window. *Dreamweaver* veterans will breathe a sigh of relief when they see that you can now access your computer's Desktop from the Local view of the Site panel – no more switching to the Finder or Windows Explorer to drag in assets you forgot to add.

Revamped templates

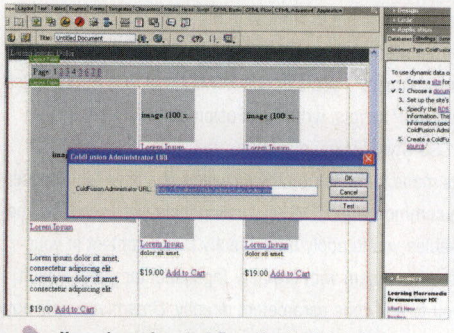
Dreamweaver has traditionally taken a blank canvas approach to Web design – clicking on File > New simply opened a new HTML document. Now, the New document dialogue box reflects the complexity of the package, giving you the option of creating a series of document types, from basic HTML pages to Library items, CSS style sheets, scripts or pages with dynamic content.

Move down the list a bit and you'll find that *Dreamweaver MX* does something previous versions have never done – it gives you ready-made templates to base your site on. Before you start thinking about the garish layouts that *FrontPage* and *NetObjects Fusion* can be guilty of, these templates are bare-bone layouts designed to be customised by a designer. You won't find any wooden buttons or chrome logos here – just plain HTML and JavaScript information designs.

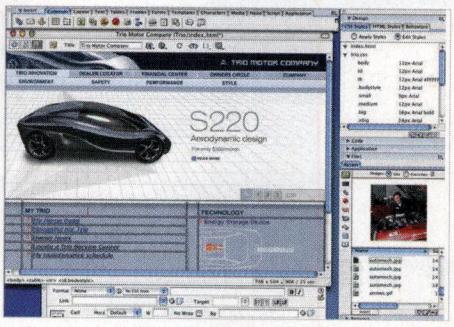
Templates have been a mainstay of *Dreamweaver* since version 3 – now they've been overhauled to make them more suitable for use with dynamic data. To make a template editable you must select an area to create an editable region, but these regions can now be set to repeat or be flagged as optional. Repeatable regions let content providers add multiple items to a document, while maintaining the same basic layout imposed by the designer. Optional regions are areas of content that can be turned off by the author. You can also configure a template so that only specific tag parameters can be edited, enabling you, for example, to let a source image be changed while leaving its dimensions fixed.

Templates can be nested within each other, which turns out to be quite useful. If you have a site with a navigation layout but several different content styles, you could create a template with

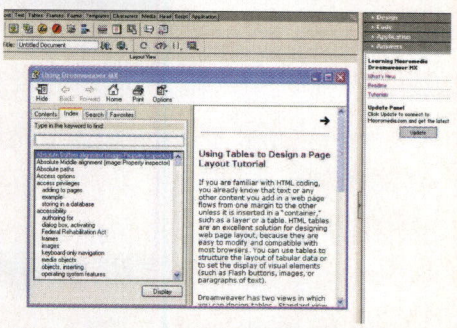
ATTENTION TO DETAIL



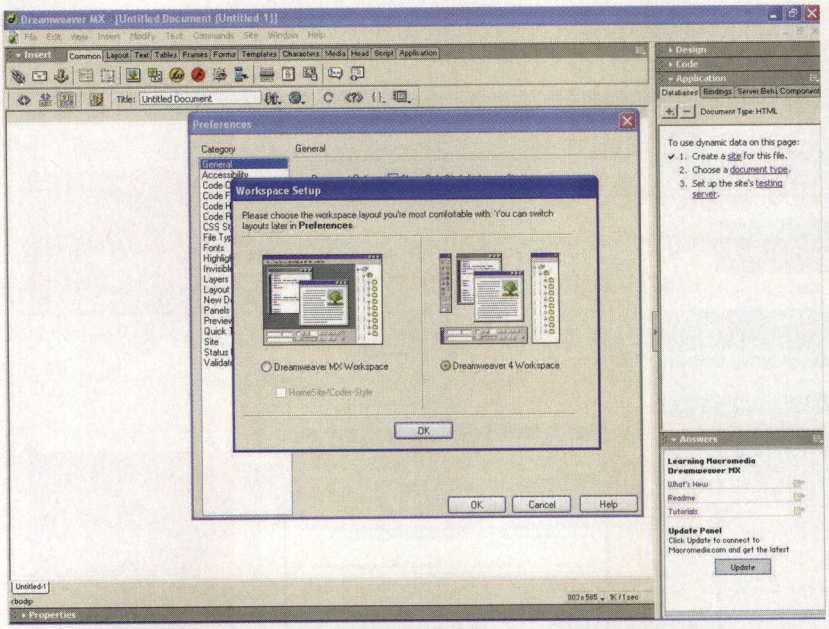
You no longer have to define sub-sets of records to use them. Just browse through a database to find the information or records you need



Some parts of the MX interface rely on Microsoft Windows MDI technology; for example, panel docking on the Mac is less flexible than in Windows.



The under-used Dashboard is replaced with the Answers panel, which contains links to tutorials, help files and the Macromedia Web site.



If all these changes prove too overwhelming for you, you can always switch to a floating layout that will be familiar from *Dreamweaver 4*. But we think the interface is worth persisting with... It will reward your patience.

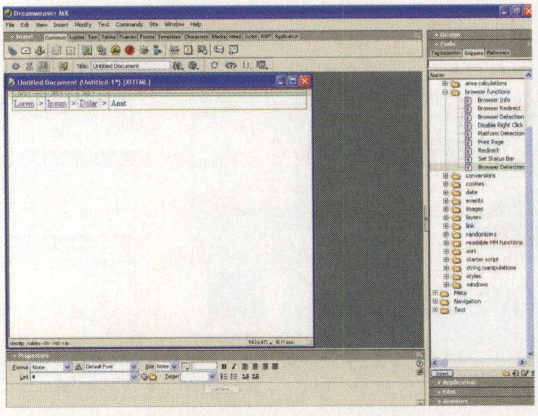
the navigation in first, then use that as a basis for creating further templates to accommodate different kinds of content. If you then need to change the navigation system, you simply tweak the original file.

Cascading Style Sheets

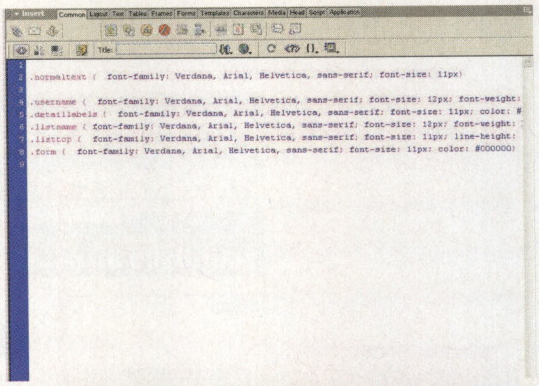
The default method for applying formatting to text on the Web has become Cascading Style Sheets, and this is reflected in the significant enhancements made to the way *Dreamweaver MX* handles them.

The CSS panel is still here, and works in a similar way to before, although there are some additions from the CSS2 specification that didn't make it into the last version. A main difference is that you can now switch to Edit Styles mode within the CSS Panel, then select individual styles to edit on the fly.

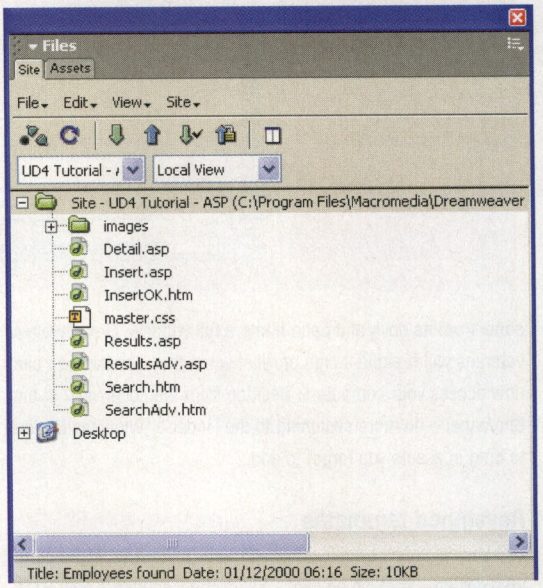
You can switch the Property Inspector into Styles Only mode, getting rid of the pesky old HTML definitions and <font> tag for good. In this mode you can apply styles you've already made, or use the drop-down menu to create or edit styles. CSS script editing also benefits from the package's more catholic approach to code editing. You can now manually produce external Style



Another idea taken from *HomeSite*, Snippets are ready-made HTML or JavaScript elements that you can drag and drop into your page. You can add your own to the store or edit the ones that are there.



There's no longer any need to exit Dreamweaver MX to manually edit external style sheets – there's support for a variety of document types within the program. Just switch to the Code view to get started.



The Site window has been replaced with a panel you can leave docked or tear from its mooring to resize. A smaller tweak means that you no longer have to use Define Sites to change the site parameters – just choose Edit Site from the Site menu in this panel.

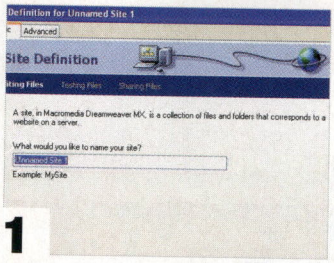
Sheet scripts directly within *Dreamweaver's* Code view, using a range of new tools.

Code cruncher

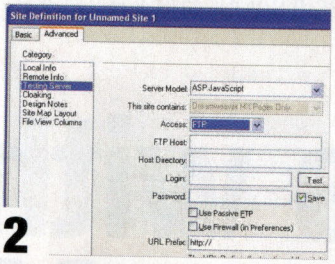
Dreamweaver has always been a visual design environment. So little was wrong with the original authoring tools that they remain relatively unchanged since the first release. The package's coding tools have undergone a gradual evolution, though, and in *Dreamweaver MX* this has reached a peak. The program can now be launched with a special code-editing layout, using familiar tools like the Site panel to work with the code directly. The Code view that debuted in *Dreamweaver 4* is now a multi-purpose coding environment – you can edit HTML there, but you can also tweak your ASP scripts, write ColdFusion from scratch and develop CSS Style Sheets manually.

This is made far easier by the inclusion of a new Tag Chooser panel. In common with HTML-crunching tools like *HomeSite*, the panel enables you to apply tags directly to the content in your page. Used in tandem with the new Tag Inspector panel, which allows you to edit code parameters directly, *Dreamweaver* is now every bit as good with the code processing side of things as it is with its drag-and-drop capabilities. The Tag Inspector/Chooser

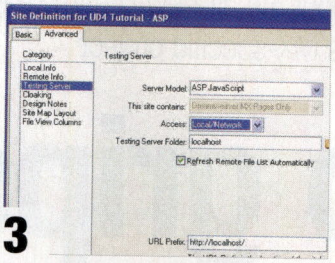
DEFINING A SITE


Site Definition
A site, in Macromedia Dreamweaver MX, is a collection of files and folders that corresponds to a website on a server.
What would you like to name your site?
Example: MySite

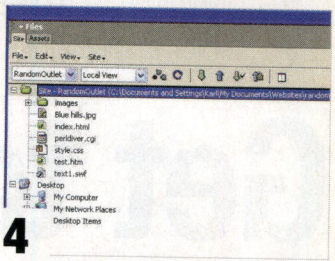
1 Choosing New Site from the Site menu launches a setup wizard to make the task easy. You can still set the site details up manually if you prefer, but this wizard is quite powerful.



2 As well as local and remote servers, you can now specify a testing server. This enables you to conduct trials much more easily than was the case before.



3 You'll notice more options to choose from, including varieties of ASP.net and PHP. An option to switch between *UltraDev* and *MX* pages means you can bring across older pages.



4 The Site panel is docked in a group alongside Assets. You'll notice in Local view that you can now finally access the Desktop for your computer.

combo doesn't stop at HTML, either. The chooser has a library of ASP, ColdFusion, WML, Jrun, JSP and PHP tags as well – making this release a truly integrated coding platform.

Enter UltraDev

Dreamweaver has been built around XML since *Dreamweaver 3*, but *Dreamweaver MX* is the first version you can use to actually create XML files. This is largely a task that takes place in Code view, but the hierarchical tree arrangement in the new Tag Inspector palette is what makes it possible. This lets you select tags that are active, delve into them and edit their properties.

Most of these changes are in line with the amalgamation of *Dreamweaver* and *Dreamweaver UltraDev* product lines. Formerly a separate package with all *Dreamweaver's* layout power and the ability to build database-driven dynamic Web sites, the new version has a solid foundation to build on. Macromedia acquired the *ColdFusion* application server from Allaire last year, and *Dreamweaver MX* is unashamedly optimised for it. In turn, the *ColdFusion* server has now been revamped: it's a cross-platform, Java-based solution to Web application development. This doesn't mean that *Dreamweaver MX* doesn't cater to other languages or protocols – it supports PHP scripting for the first time and ASP.net. Many of the new features have been brought in with dynamic scripting in mind. The Tag Chooser includes ASP, PHP and CFML (ColdFusion Mark-Up Language) libraries, and the New Document dialogue has a collection of dynamic templates for use with Web application development. Application objects can now be inserted into pages from the Insert menu, enabling you to visually build dynamically driven pages.

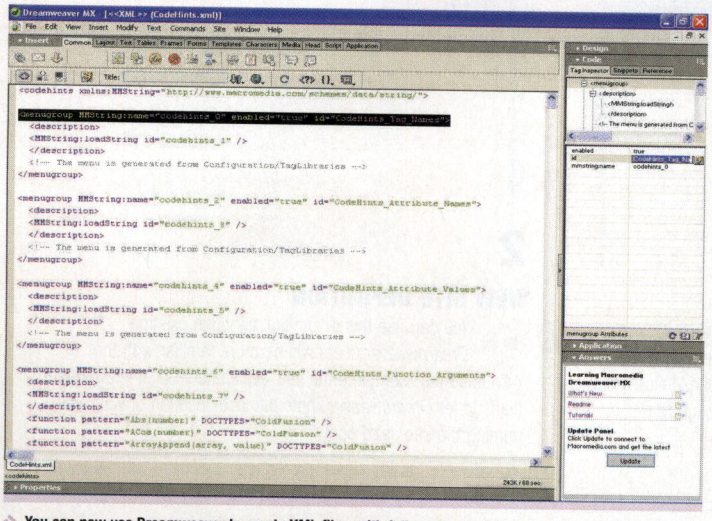
The old Data Bindings panel has a new home in a Panel Group labelled Applications, which sports a Databases tab that enables you to freely browse the structure of a connected database. In the old *UltraDev* you had to add record sets to see inside them. The Reference panel has been updated to reflect the expansion in language support, with full coverage of ASP, JSP and CFML scripting. A PHP guide would have been welcome too, and we can only assume that one will soon be available from the Dreamweaver Exchange Web site.

Bloody brilliant

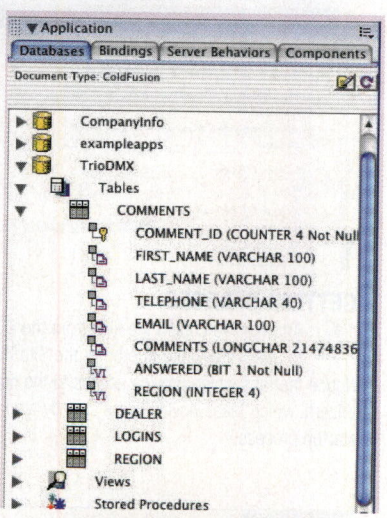
The wait for the new *Dreamweaver* has been worth it. This version still has all the superlative features that made the package so attractive to Web designers in the first place, and most of the best features haven't been touched. Macromedia has enhanced exactly those aspects of the program that needed it, and now we have a visual editor that is every bit as competent with code as it is with layouts. As aspiring designers, the changes to the template system and comprehensive interface updates will be the first aspects you'll notice. In the long term, *Dreamweaver MX's* development features may be the catalyst that gets you building the dynamic Web sites you always thought you needed someone else for. This is the complete Web-building package.

JARGON BUSTER

- **PHP** A scripting language designed to refer to database records and present the results within a Web page.



You can now use Dreamweaver to create XML files, with full access to all their functions and features in the Tag Inspector. You can define local XML definitions or schema as they're called, or connect to a server and use the schema stored remotely.



Database connectivity is expanded to include PHP and MySQL support, so Mac users can develop Web applications from their Desktop for the first time.

Now you've read about the all-new Dreamweaver, it's your chance to take it for a spin with this MX-specific project

Get to grips with Dreamweaver MX

IN BRIEF...

Project skill level

1 2 3 4 5 6 7 8

What you need

- This project is designed for *Dreamweaver MX* only
- Files used in this project are provided on the cover disc

Project time

30 minutes

LEARN HOW TO

- Define a new site with the new Site Definition Wizard
- Edit Cascading Style Sheet attributes more quickly
- Edit your Web page tags faster with the Tag Inspector

After all the waiting, *Dreamweaver MX* has made a huge impact, with rave reviews acclaiming it as the best Web editor yet. If you're fed up of reading about just how good it is and want us to prove it, though, it's time to break open the CD on the cover, install the trial version and meander through our practical introduction to the leading Web authoring and management software.

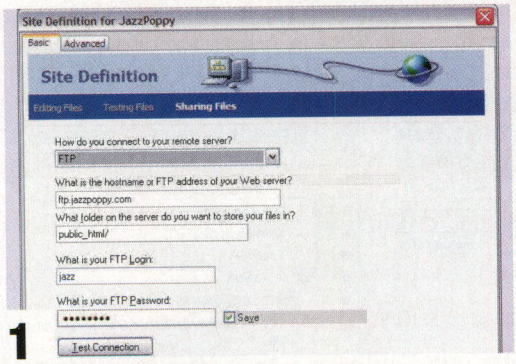
We've assumed some prior knowledge of *Dreamweaver* here – otherwise we wouldn't be able to even brush the surface of what is on offer within the MX upgrade. But new users should be able to keep up and see exactly how powerful this humble HTML editor has become.

The new MX interface will provide the first hurdle for even the most experienced *Dreamweaver* user; add to that the integration of *UltraDev* and the HTML editor *HomeSite*, and you'll soon start to realise the scale of the *Dreamweaver MX* upgrade. In many ways, it's practically a new program.

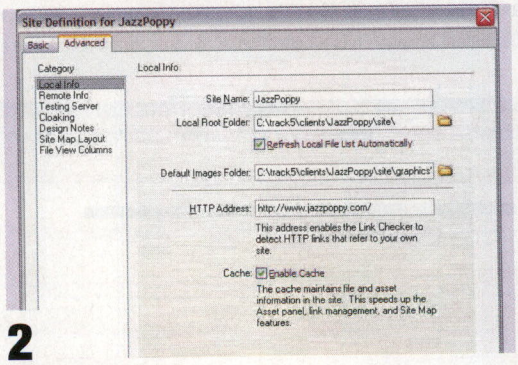
As we've seen, the interface has been totally overhauled to help *Dreamweaver* fit in with the rest of the MX range, so that you get a fully consistent experience as you switch between programs. The integration of support for dynamic databases has been much discussed too.

But there are more subtle changes going on as well. As you start this project and define your site, you have the option either of entering the setting manually or letting the new Site Definition Wizard help. *Dreamweaver MX* is packed with help, reference and tips that don't get in the way of more experienced users – a difficult balance to hit.

PART 1 DEFINING YOUR SITE



1


Site Definition for JazzPoppy
Basic
Advanced
Category
Local Info
Remote Info
Testing Server
Cloaking
Design Notes
Site Map Layout
File View Columns
Local Info:
Site Name: JazzPoppy
Local Root Folder: C:\track5\clients\JazzPoppy\site\
Refresh Local File List Automatically
Default Images Folder: C:\track5\clients\JazzPoppy\site\graphics\
HTTP Address: http://www.jazzpoppy.com/
This address enables the Link Checker to detect HTTP links that refer to your own site.
Cache: Enable Cache
The cache maintains file and asset information in the site. This speeds up the Asset panel, link management, and Site Map features.

2

GETTING STARTED

After you've copied the files from the CD, go to Site > New Site to prompt the Site Definition tool. Notice the tabs which provide access to the new Site Definition Wizard, which takes novice users step by step through the startup process.

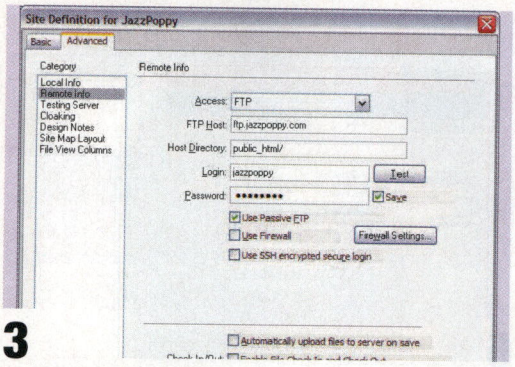
NEW SITE DEFINITION

You can use this if you like, although existing *Dreamweaver* users will be more familiar with the Advanced tab. Complete the self-explanatory Local Information fields to let *Dreamweaver* know the local location of your files, naming the site JazzPoppy.

ON YOUR COVER DISC

- Experience *Dreamweaver MX* with the trial version
- Use the project files provided on the CD

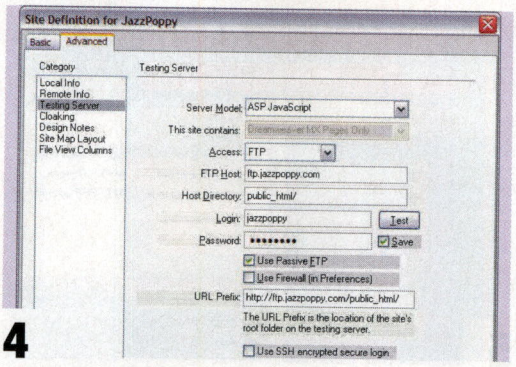
SEE ALSO If you haven't read it yet, you can learn much more about the new release in "Introducing *Dreamweaver MX*", **page 66**
Macromedia has product information, support and downloads for *Dreamweaver MX* at **www.macromedia.com/dreamweaver**



3

WHILE YOU'RE HERE...

Take a look at the options available and you'll notice a few new features. FTP, for example, now has a useful Test function, that enables you to make sure your settings work and make any necessary changes quickly without having to juggle about and exit the interface.

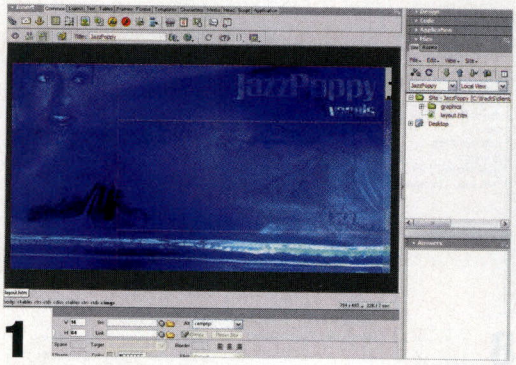


4

TESTING SERVER

The Testing Server tab is a new feature in *Dreamweaver*, enabling you to test sites that contain dynamically driven content. This is an early indicator of how the software has evolved, with *UltraDev* now being merged to create the new *Dreamweaver MX* title.

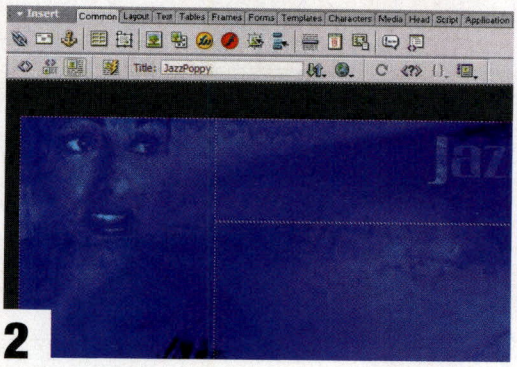
PART 2 START BUILDING



1

OPEN YOUR WEB PAGE

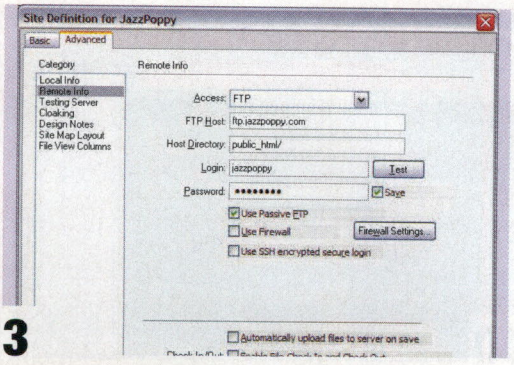
From *Dreamweaver's* main interface, make sure you have the JazzPoppy site selected and then open the layout.htm file. Most of the page has already been constructed, but the next thing we need to do is to add the Home rollover graphic to the top-right corner.



2

THE INSERT BAR

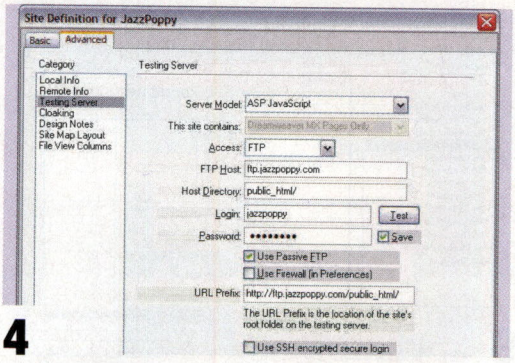
Next we'll need to delete the grey placeholder graphic and take a look at the Insert bar along the top of the interface. This replaces the Objects panel, and offers similar features but in an improved layout that allows more immediate access to more tools.



3

ADJUST ROLLOVER

With your cursor on the page where the placeholder was, click the rollover image button to prompt the familiar tool. Complete the details using the home1.jpg and home2.jpg graphics as the normal and over states respectively, before clicking OK.

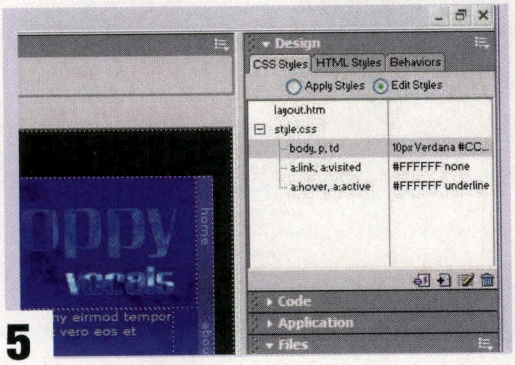


4

HANDLING CSS

We now have the basic page layout needed for our template. *Dreamweaver MX* has improved handling for CSS files, which is what we'll look at next. Enter some random text into the main body part of the layout, and include a link using # as the location before expanding the Design palette.

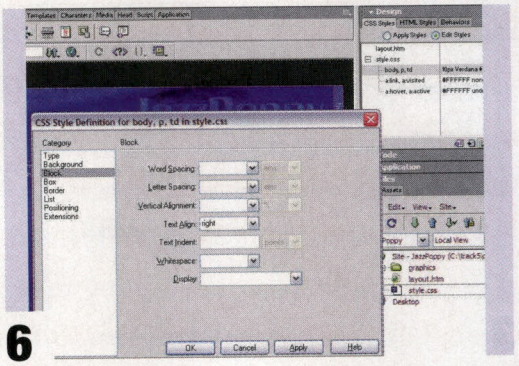
PART 2 START BUILDING (CONTINUED)



5

USING STYLE SHEETS

You'll notice that we've already put a basic style sheet in place, but we need to align the text to the right. Toggle over to the new Edit Styles mode and you're presented with a summary of each of the CSS commands, making it much easier to get an overview of your style sheets.



6

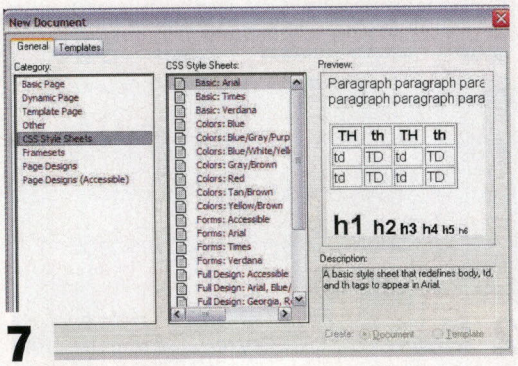
EDITING CSS

As all the relevant text attributes are contained within the BODY, P, TD property, a simple double-click will bring up the options available to you. Select the Block options and set the Align properties to Right. Hit Apply to check your changes and then OK to save them.

PRACTICAL WEB TIP

The two levels of CSS

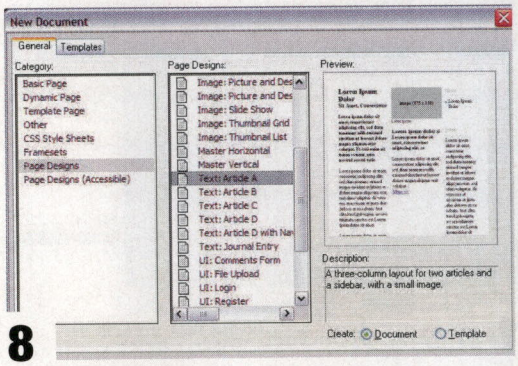
With CSS Level 1 you can specify elements such as point sizes, page margins, leading and background colours. You can also specify styles as you use them (inline styles), write all the styles at the top of the page (embedded), or link to a style sheet in another document. CSS 2 lets you write style sheets for specific devices like PDAs. You can position content on the page, embed fonts, lay out tables, use international characters and fonts and work more with the user interface.



7

ALTERNATIVELY...

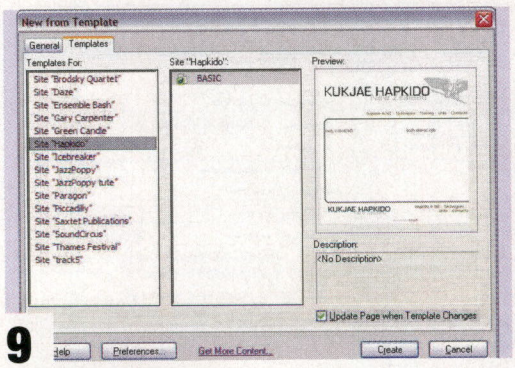
Hand-coding style sheets is effective and achieves the results you need, but if time is of the essence, *Dreamweaver* provides a range of predefined templates for you to choose from. Go to File > New to prompt the New Document options and select Style Sheets from the Category column.



8

READY-MADE STYLES

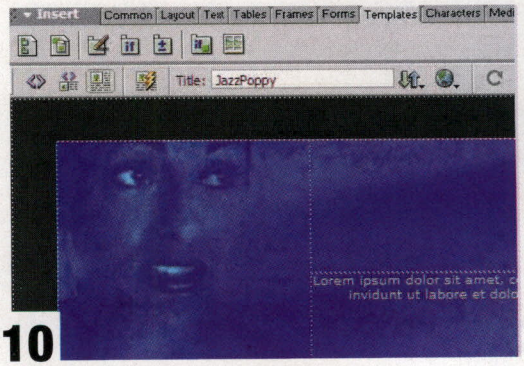
You can now browse through a range of CSS files that may provide the core styles you require, which can then be further edited in the Design palette's Edit Styles mode. Similarly, you can also choose from a range of page layouts or framesets that may provide inspiration for developing new pages.



9

ACCESSING TEMPLATES

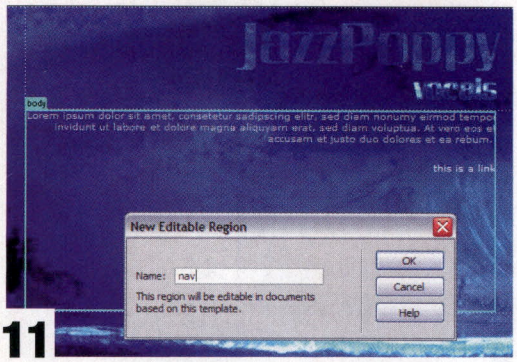
It's easy to access other sites that you've configured. Once a site has been made available to *Dreamweaver*, the New Document window also provides instant access to any of your configured site's Template files just by clicking on the corresponding tab.



10

NEW TEMPLATES FEATURE

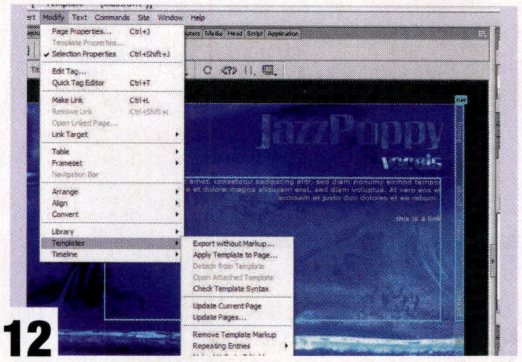
One of the many new features found on the Insert bar that wasn't available through the Objects panel is Templates. This provides instant access to a number of existing and new features, from the basic Adding Editable Region to the more dynamic Repeating Table and Region settings.



11

MAKE A TEMPLATE

For our page, select the central table cell using Control-click (Command-click on Macs) and click on the Editable Region icon. *Dreamweaver* converts the page into a template and prompts you for a title for that region; call it Body. Repeat this step with the cell holding the navigation, calling it Nav.

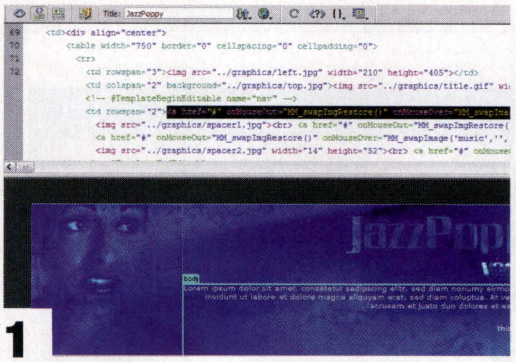


12

TEMPLATE OPTIONS

Although File > Save as Template creates a suitable template for such a small site, many of UltraDev's dynamic properties are now available. The Insert bar provides access to many of the more common features, but delving into Modify > Templates provides more powerful options.

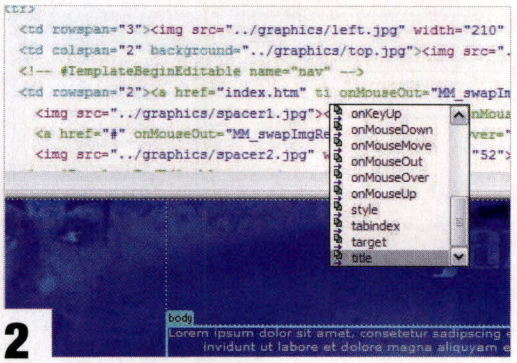
PART 3 UNDER THE BONNET



1

HAND-CODING

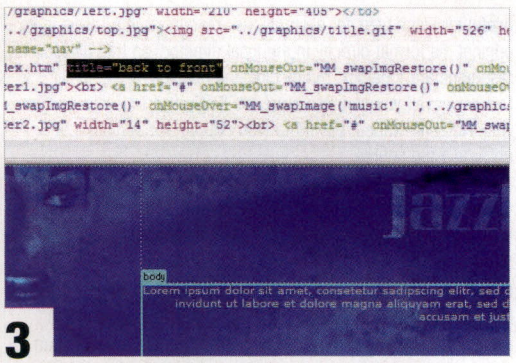
Open the template we created and jump into *Dreamweaver's* split-screen design/code view. We're going to make some changes directly to the code. Click on the Home graphic in the design pane and scroll through the code to find its surrounding Anchor tag, setting a location of index.htm.



2

ADD AN ATTRIBUTE

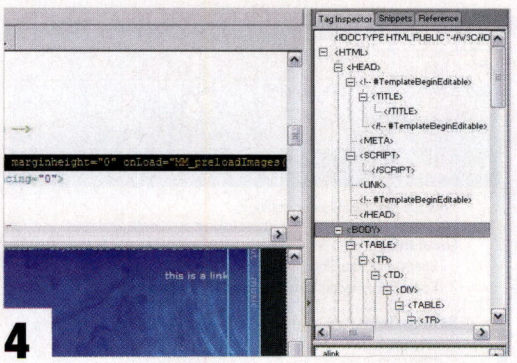
Move the cursor outside the link location and hit the spacebar. *Dreamweaver* automatically recognises that you are adding a new attribute and provides contextual options. Start typing Title and notice how your options are filtered accordingly. Once Title is displayed, hit the Return key.



3

QUICK ACCESS TO TAGS

Another time-saver when hand-coding is found in the new Tag Inspector palette. Expand the Code palette, bring the Tag Inspector to the front and you're presented with a hierarchical list of your file's major tags. This provides an overview with instant access to individual tags.

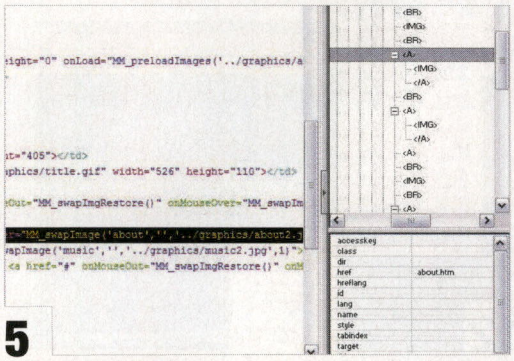


4

USING THE TAG INSPECTOR

Now we can work totally in *Dreamweaver's* Code view, and find the remaining links within our navigation. Enter the Show Code View mode and scroll through the Tag Inspector to locate the remaining <A> tags. Change the first # location to point to about.htm from the attributes below the Tag Inspector.

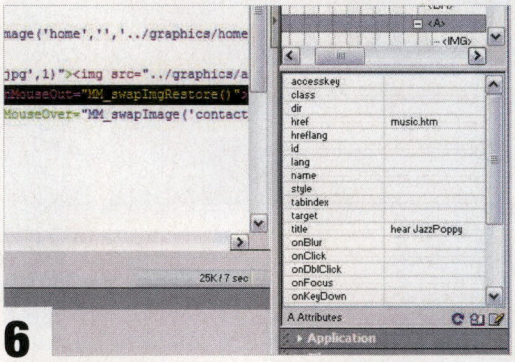
PART 3 UNDER THE BONNET (CONTINUED)



5

MORE WITH TAGS

Repeat this step for the Music and Contact pages, pointing them to music.htm and contact.htm respectively and remembering to enter suitable Title attributes while you're there. *Dreamweaver* will automatically insert the correct code in the relevant location.



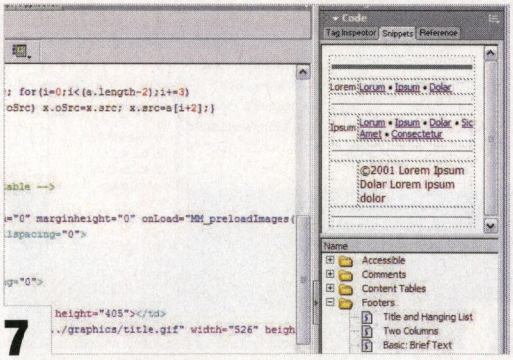
6

THE SNIPPETS PANEL

Also under the Code palette, you can find another new feature. The Snippets tool enables you to quickly save segments of code for later use; these can range from simple functions to complex layouts, which are then made available across different projects.

JARGON BUSTER

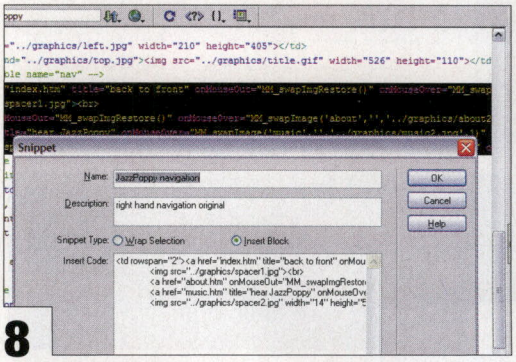
- **Usability** The effectiveness of your Web site structure and design, measured against criteria such as consistency and clarity.



7

WORKING WITH SNIPPETS

If we were to save the editable region, containing the JazzPoppy site navigation as a snippet for example, we would simply have to highlight the code and create a new snippet using the icons at the bottom of the palette. The code is transferred, and you can defined named and insertion methods.

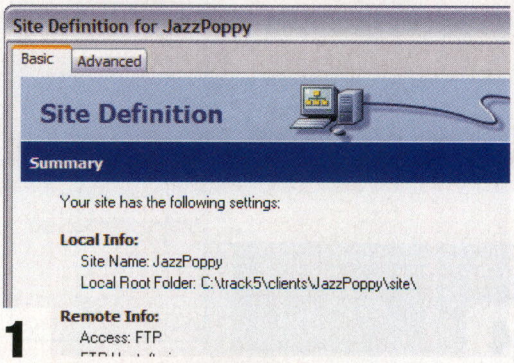


8

MORE CODING

There are many more advanced coding features which will interest Web developers. However, with the expanded range of reference titles now including ColdFusion, ASP and JSP as well as SiteSpring and **usability** advice, you'll soon be wondering how you managed without it.

PART 4 MORE FROM MX



1

MUCH MORE TO DISCOVER

There is much more we could have shown you had space allowed, with new ideas and approaches scattered through the new *Dreamweaver MX*. Even in the initial site definition stage, there's the addition of cloaking, which allows you to hide non-essential files from the your site window. This is useful for Flash files, for example, as you can store a movie in its original .fla format directly in the local directory so that all your resources are together; but by cloaking the FLA format in Dreamweaver, you can also store the SWF export file required for your Web site without having to worry about accidentally uploading the source.

One sign of a genuinely mature program is the way it enables you to choose from several different ways to achieve the same task – we all have our own way of doing things, after all. In the Site Definition wizard, for example, beginners can easily toggle over to the Basic tab and run through setting up their site. The Basic tab provides access to *Dreamweaver's* Help files, which explain the process in more detail. More experienced users can simply flip to the Advanced tab and bash in the settings themselves, saving time and irritation. And there's nothing to stop you using both: you can always flip back to Advanced mode for more specific tweaks.

The more you get to know *Dreamweaver MX*, the more you'll appreciate the many ways in which you can plan and create Web sites, from the simplest to the most advanced.

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> **First looks** 3ds max 5, Adobe Premiere 6.5 and CorelDRAW 11 previewed

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Answers to the questions that tax all *Dreamweaver* users, including help with Cascading Style Sheets, frames and JavaScripts

Dreamweaver Support Desk

PRACTICAL WEB TIP

Help with writing HTML code

- http://hotwired.lycos.com/webmonkey
- www.htmlgoodies.com
- www.htmlhelp.com

As versatile and helpful as *Dreamweaver* is, there's still a lot to learn if you want to create pages that are the equal of the best professionals. The Support Desk is where you can find answers to some of the most common questions *Dreamweaver* users ask as they get to know the program and learn more about the potential and pitfalls of Web building...

JavaScripts online

Q Are there any good sources for JavaScripts on the Net? I need some helping with writing them.

A JavaScript is a great way to extend the abilities of your Web pages, making them feel more interactive. There are several good Web sites with plenty of JavaScripts you can download and integrate into your own work, plus hints and tips for using JavaScript. Here are a few that we visit: www.javascripts.com, http://javascript.internet.com and www.javascript.com.

Mouse control

How do I get a 'go to URL' action in *Dreamweaver* to be a mousedown and not a mouseover?

You need to change the target browser in the Behaviours panel. To do this, click on the '+' and then choose the Show Events For option. This limits this panel so that it only shows the possible JavaScript events for the browser you're targeting – you'll need to select *Internet Explorer*. Once you've done this, you'll be able to select the option you want.

Immovable pop-ups

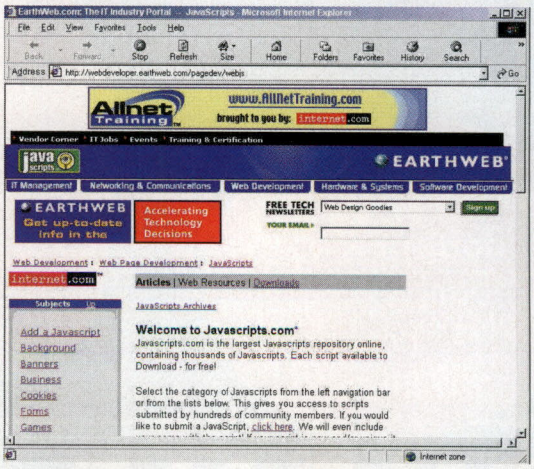
Q If I want to place a pull-down menu in the middle of my page, the actual menu refuses to go directly underneath the link as edited in *Fireworks*, but somewhere else!

A The actual location of a pop-up menu from *Fireworks* is absolute and set in a CSS style. If you move the graphic that triggers the pop-up menu while in *Dreamweaver*, the pop-up will still appear at its original CSS position, even though the graphic is displayed in the new position. Absolute positioning is used to make sure the pop-up menus and sub-menus always appear in the correct position. For a full explanation of how to change the position of a pop-up, see Technote 15001 in the support section of www.macromedia.com.

You've been framed

Q I'm building a Web page using frames. My problem is that I can't seem to be able to put a stationary navigation bar on the left side and still keep the main body scrolling and linking to the proper pages. I have constructed this page several times, but the same thing keeps happening. The page looks fine while I'm building it, but when viewed in the browser, the navigation bar doesn't appear on the page. The main body does appear, though, and scrolls as per usual.

A Frames take some getting used to. The main things to remember are that any page that opens into a frameset has to be told which frame to open into: failure to do this normally results in the page opening in the leftmost frame, as in this example. When you create a link, tell the link where to open the


EarthWeb.com: The IT Industry Portal - JavaScripts - Microsoft Internet Explorer
File Edit View Favorites Tools Help
Address http://webdeveloper.earthweb.com/pagedev/webjs
www.AllNetTraining.com
brought to you by: internet.com
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Accelerating Technology Decisions
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JavaScripts Archives
Welcome to Javascripts.com
Javascripts.com is the largest Javascripts repository online, containing thousands of Javascripts. Each script available to Download - for free!
Add a Javascript
Background
Banners
Business
Cookies
Forms
Games

You can find plenty of free JavaScripts on the Web: see "JavaScripts online".

SEE ALSO Macromedia provides support and tutorials on its Web site – visit **www.macromedia.com/support/dreamweaver**
You can also use the Macromedia Web site to talk to other *Dreamweaver* users – see **www.macromedia.com/support/forums**

page in the Properties Inspector by using the Target command. Use the Properties Inspector in conjunction with the Frames panel to set whether a frame is resizable or fixed, has borders or has the ability to scroll or not.

Across-the-board navigation

Q What's the easiest way to copy a nav bar to other pages? There's probably a very simple method, but I'm missing it somewhere!

A There are two great ways in *Dreamweaver* to quickly use navigational elements on multiple pages, giving you greater flexibility: templates and library items.

You can use a template to apply a new design to a whole page (it will even reposition objects on the page for you), while a library item can be used to add single items or groups to a page. Library items can even be used within templates. These features give you the advantage of only having to update one instance of your navigation bar to update all your pages.

Creating a library item couldn't be easier: select the information on the page you want to use and drag it to the Library panel. It's automatically added to the library and ready to use. If you add layers to the library, they appear in the same position as the original layer when you drag these to a new page.

Adjustable Flash movies

Q I often add Flash movies to my *Dreamweaver* pages and would like my site to automatically fit everyone's browser window correctly, so that viewers don't have to scroll left or right to view the whole thing. Also, if the user decides to make the window smaller, how can I make the site shrink along with it? I know that I need to make the browser size 100 per cent, but have no idea how.

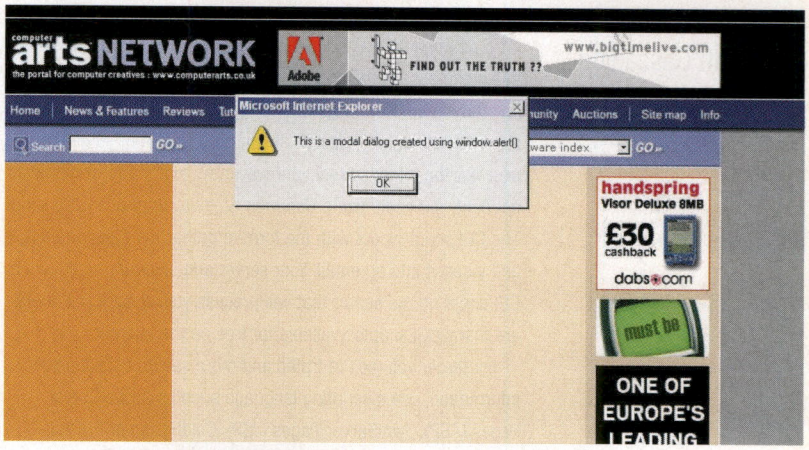
A There are two places you can do this, one is in *Flash* as you export the movie, the other is in *Dreamweaver* when you have imported the movie. In the *Flash* Publish Settings dialogue box (select it from the File menu), go to HTML Options and set Dimensions to Percentage and the Width and Height to 100 percent. Leave the Scale option set to Default – Show All. Everything will now scale in proportion. If you don't care about the movie scaling in proportion and just want it to fill the available window space, change the Scale option to Exact Fit.

These options are also available in *Dreamweaver*. After you've imported a Flash movie, select it and the Properties Inspector will change to show all the available Flash controls. It even includes the ability to play the movie directly within the *Dreamweaver* design environment.

A page that can be seen anywhere

Q How do I make my page design work well on various window sizes and resolutions?

A Web pages can be viewed on what are considered to be elastic screens – the look of the page depends on the resolution and size of the screen being used to view the site. To guarantee your site's usability, remember to keep the navigation in the top 300 pixels of a page, then even in the worst case 640x480 resolution, people will be able to view and use your site.



You can force a user to respond to a JavaScript window, but don't overdo it... See "Mandatory pop-ups".

This is known in newspaper terms as keeping the information above the fold.

Mandatory pop-ups

Q Is there a way to prevent a pop-up window from being sent to the back when a user clicks on the main window? I want to force them to take some action in the pop-up window, even if it is just closing it.

A There are two ways you can do this. The first is by using a modal dialogue box called from JavaScript using either the window.alert(), window.confirm(), or window.prompt() commands. This produces a dialogue box that retains focus until the user dismisses it. The other involves some browser-specific coding but will give any window the ability to keep focus. For *Netscape*, use the onBlur event handler <BODY onBlur="window.focus()">; and for Internet Explorer, use either showModalDialog() (compatible with version 4 and above) or showModelessDialog() (compatible with version 5 and above). But don't abuse these techniques: non-one likes a site taking control of what they're viewing.

Missing pop-ups

Q I've been attempting to add a pop-up menu to my *Dreamweaver* page, using images created in *Fireworks*. The menu works perfectly when viewed through a browser from within *Fireworks*. Unfortunately, when I export the menu and add it to the *Dreamweaver* site, the only thing that shows up is the main button and a white box. The rollovers don't work, and the menu doesn't appear. Do you know what I'm doing wrong here?

A This will quite often happen if the HTML page that *Fireworks* creates has been moved. *Dreamweaver* will no longer be able to recognise the fwLoadMenus command as its own native behaviour. You are able to move the Fireworks HTML document and images within the site as long as you keep them in the same directory structure. For a more in-depth answer, see Technote 14995 on the Macromedia Support site: "Customizing and Troubleshooting Pop-up Menu Images".

Mailing form data

Q I know how to create a form in *Dreamweaver*, but how do I capture the data and forward it via email?

PRACTICAL WEB TIP

Help with writing JavaScripts

- www.dynamicdrive.com
- www.webreference.com/js
- http://javascriptkit.com

PRACTICAL WEB TIP

Help with Cascading Style Sheets

- www.builder.com/authoring/CSS
- www.htmlhelp.com/reference/css
- www.w3.org/Style/CSS

A This is a really common question: simply define the form's Action as a mailto:link and your job's done. However while this is the easiest method for emailing form data, it isn't recommended. Not all browsers recognise an email address as a form's Action, and if it fails, it can do so invisibly, so neither the user nor the intended recipient will know that the form data was not sent. You could use a Common Gateway Interface (CGI) script. The CGI script works with the form to gather the data, parse it, and insert it into an email. Your server administrator may have a CGI script on the server that will process your data. If not, there are many CGI scripts available for free on the Internet.

For larger volumes of traffic and more secure collection of information, use a scripting language such as Active Server Pages (ASP), JavaServer Pages (JSP), ColdFusion or PHP, all scripting technologies used to pass data to and from a database.

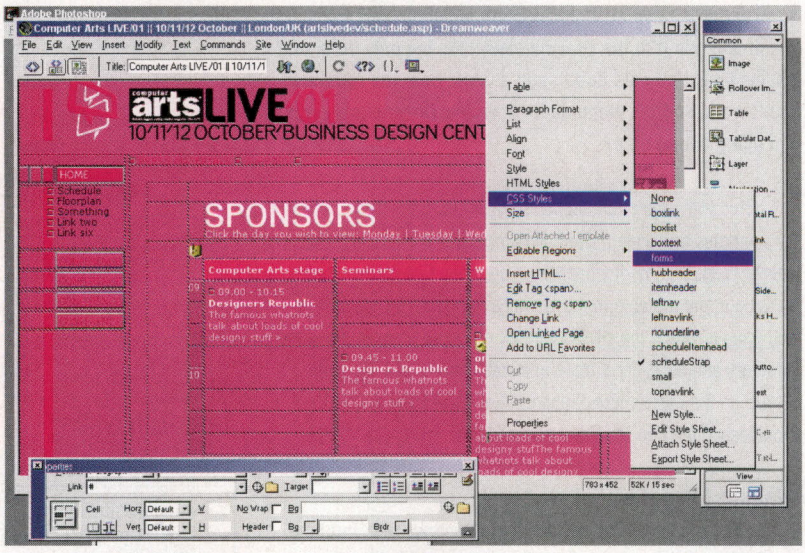
The sound of silence

Q When I preview a page in my browser and place the cursor over a image, it should automatically play an audio WAV file, but instead it just brings up the sound player with the WAV file in it. The behaviour is set up as a normal onMouseOver play sound, but it doesn't just lay the sound file automatically.

A Not all browsers let JavaScript control audio. You might consider interactive audio to be a nice addition for visitors whose browsers support it, but be sure to provide visual feedback too. If you need interactive audio across a range of browsers, then putting the interactivity and the audio in Flash is the standard solution.

Multi-coloured links

Q I use Page Properties to set the colours for linked text, but this means that all the links on a page are the same colour. Is there a way to have different colours for text links on the same page? I've tried simply manually changing the text colour in the HTML code, but the browser still shows the Page Property settings, even though the HTML now has the code for the colour I want. What can I do about this? It's really frustrating!



Adding extra Cascading Style Sheets is easy when you know how: see "CSS challenge".

A Please don't do this! The usability of a Web site depends on many things, one of which is consistency. Having different coloured links on the same page that in essence do the same thing is going to provide a poor user experience. There's nothing more irritating than clicking on a link expecting one thing, when something completely different happens. While we're talking about links, if you do deviate from the defaults to fit with your site's colour scheme, do remember to set all four BODY colours, background, text, links, and visited links. This is important if you want to keep your site usable by people with sight disabilities. Visit www.macromedia.com/macromedia/accessibility for the latest information on keeping sites accessible.

CSS challenge

Q I have a problem with Cascading Style Sheets. I have made up two style sheets: one of them is for the navigation bar and the other is for the text on the centre of the page. I need to add another style sheet for a link that opens up another page, but when I specify the rules for that style and preview it in the browser, the text in the middle of the link takes on that style for some reason.

A Just create a Custom Style in your Cascading Style Sheet palette, called '.windowlink' for instance. Then double-click to select the contents of the link, right-click, and choose your new style from the CSS Styles menu in your contextual menu.

Sliced images

Q I have designed a site in *Fireworks* and cut the page up into many slices because of the large amount of JPEG images. On *Internet Explorer*, I can't see any lines around the slices, but apparently in *Netscape* they've got white lines around them.

A Apparently? As a Web designer, you really should have *Netscape* installed on your own computer – both versions 4.x and 6. Without seeing the page, it's hard to know exactly what is wrong, but it sounds like Cell Spacing may be the problem: just open your page in *Dreamweaver*, select the whole table, and set the Cell Spacing to 0 in your Properties Inspector. Check that Cell Padding and Border are also set 0.

Culture clash

Q Whenever I create a pop-up menu in *Fireworks*, it works fine except that the page has frames, and the pop-up menu is hidden behind the other frame. Are there any ways to stop this happening?

A In a word, no. *Fireworks* menus are created using layers, which, like tables, are features of the HTML document. Frames, however, are features of the browser window, like your file menu and scroll bar. There's just no way to make your layers appear over frames.

In much the same way, you'll also find that forms and plug-ins also appear over layers, no matter what you do. Here, the solution is to either move your form or plug-in, or put it in a different layer and use a show-hide behaviour to hide that layer when the menu appears. But of course, you can't hide a frame. Either move the menus or find a design solution that doesn't use frames.

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Shopping Cart System
WITH FULLY SECURE SERVER
£108 per year

WEB HOSTING SERVICE

WEB HOSTING - £49 per yr
with a choice of super-unix or win2000 professional hosting package at just £49 per year we offer you the perfect way to launch your internet business or expand an existing one online

SECURE SHOPPING CART

E-COMMERCE - £108 per yr
Our system is the easiest you will ever find, we take care of all the secure set up, match the colours and logo to your site with free and unlimited support by phone or email for the life of the cart

***NEW* RESELLER ACCOUNTS**

RESELLER ACCOUNT - £399
We are now able to offer you the ability to host unlimited websites with our new Reseller Account, a perfect choice for you to increase your profits with little outlay

TOP 10 SUBMISSION SERVICE

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You've probably heard it before: Top 10 position, guaranteed number one - so what makes us different? *Simple: We Can Actually Do It!*

"It is difficult in under fifty words to express one's feelings and experiences of a service that **excels and far exceeds** anything I have previously known, I make no apology then if I exceed that limit. Not only is your customer service **excellent**, it is backed up with solid technical knowledge and experience and combined with a calm and humourous manner to make dealing with you **a real joy**" (www.elospublishing.co.uk)

"Extremely impressive, rapid, friendly and courteous service. I've never before received such helpful and relevant advice from any other company I've dealt with. I would recommend 123connect extremely highly and with no hesitation whatsoever" (www.ukbears.co.uk)

"99 out of 10! The 123connect advert boasts "no surprises" but it is wrong, there are - you will be **astonished** at the **professionalism, care, commitment** and the number of hours they are available. I have been with 123 for about 6 weeks now and I **thoroughly recommend** them without hesitation" (www.dericmiles.co.uk)

"Customer service is **incredible**. Questions and queries receive an almost **immediate** response (whatever the time of night!) and the largest problems are always made to seem so small" (www.faze3.co.uk)

"**Speedy, civil, knowledgeable, on the ball, polite, high-quality service**, I am sure that there are 50 words of this type, but I am sure you get my drift. The service I have received is **tremendous**. It is good to know in this e-world that there is such companies around" (www.dovetraining.co.uk)

"**Nothing seems too much trouble**. I use your service to host a secure payment form for one of my client's websites. The advice and support I received in setting this up was **most helpful**. I am **very happy** with the services you offer and have recommended you to others" (www.stablewhispers.co.uk)

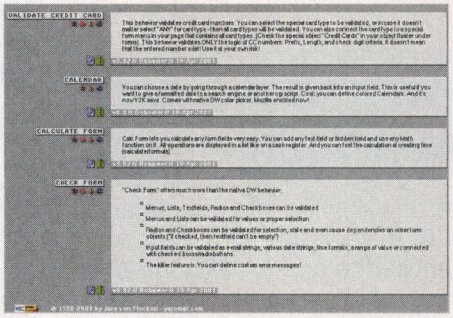
"Thank you so much for all your **help and kindness, you've been fantastic!** You have provided me with so much confidence and security, I feel like I can email you if I ever need help once I've bought the Instant Shopping cart. Your customer care is impeccable, I thank you :o)" (www.angelgiftstore.com)

"With regards to service I feel compelled to say that I am continually surprised by the **speed** and **helpful nature** of the staff at 123Connect" (www.mickyboy.com)

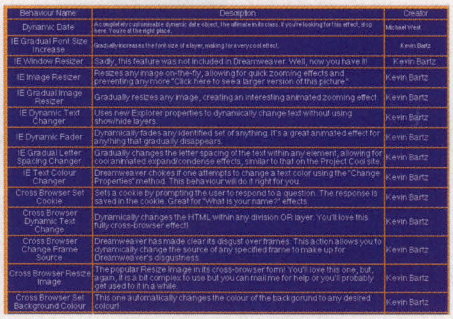
www.123connect.co.uk
0845 130 4503 • 07958 666 054

There are hundreds of add-ons to extend *Dreamweaver's* capabilities – here's a selection of the best

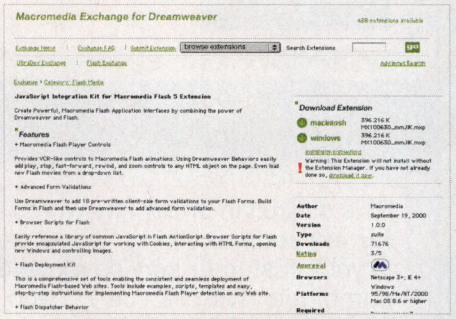
Extensions for Dreamweaver



Essentially a form validation behaviour, *Check Form* enables you to process input from radio buttons and checkboxes correctly.



Using *IE Add Favourite* may annoy visitors rather than intrigue them – but at least your site will get noticed...



Macromedia's *JavaScript Integration Kit for Flash* performs miracles with your Flash movies and animations.

It might be the most comprehensive Web design tool in the business, but even *Dreamweaver* can't do everything that the modern Web site creator demands. Luckily, you can download extra features, in the form of add-ons that integrate into the program and give it a boost. You'll find most of these extensions, as they're known, at the Macromedia Exchange: a truly bursting resource, full to the brim with top-quality extras (and more than 430 extensions). We've rounded up some of the best for you – most are free – and you'll find some of them on your cover CD.

Advanced Random Images

www.macromedia.com/exchange/dreamweaver

This extension enables you to create a page which delivers a randomly generated image every time you visit or click Reload. Its basic premise is that it's a tool for generating random images from a given set. It's certainly not brain surgery, but nevertheless a good solution if you need to showcase your work, but don't have the time or the patience to create a comprehensive gallery.

Banner Image Builder

www.macromedia.com/exchange/dreamweaver

Sometimes the simplest ideas are the best – but sometimes the simplest effects are the hardest to create. Luckily, there's usually someone on the Web who has the answer to your design or coding problems. This nifty little extension creates a sequence of images that change at specified intervals. Each image can have its own link as well, making it a great way of cramming as many different images and links as you possibly can into a single banner space.

Check Form

www.yaromat.com/dw

This form validation behaviour from Yaromat's archive of *Dreamweaver* extensions claims to "make much more than the native *Dreamweaver* behaviour." The last thing you need when sifting through visitors' information is for vital snippets to be missing. Well, this extension makes things easy. You can validate **radio buttons** and **checkboxes**, as well as lists and other input fields. But the standout feature is the fact that you can define custom error messages.

ChromelessWin

www.macromedia.com/exchange/dreamweaver

The standard browser interface: we see it day in, day out and sometimes it gets to be a little dull. If you want to spice up your designs for your visitors, the Chromeless Window extension may be just the ticket. It creates a draggable chromeless window (that is, one without the grey borders) that looks completely different from the standard *Internet Explorer* window. You can set the standard and selected border colours for the window, the width and height, the opening position and more.

JARGON BUSTER

- **Checkbox** An interface element you can include in forms. Use a checkbox when you present a option that your visitor can turn either on or off.
- **Radio button** An interface element you can include in forms. Use radio buttons when you have a list of alternatives: your visitor can click on one button, and any others that were chosen become blank.

SEE ALSO See how you can combine extensions in a single project in "Using extensions in UltraDev", **page 84**
Discover hundreds more extensions in the Macromedia Exchange at **www.macromedia.com/exchange/dreamweaver**

Clean Up FrontPage HTML

www.macromedia.com/exchange/dreamweaver

Picture the scene: you're on a tight deadline, your boss is breathing down your neck, and you're expecting that all-important HTML page from a client who insists that you adapt the supplied page. When it finally arrives, it's been created in *Microsoft FrontPage*. You're using *Dreamweaver*, of course – and you want to get rid of all the *FrontPage* proprietary tags. Do you go through it by hand and risk a roasting from your boss or download this *FrontPage*-cleaning extension? Hmmm.

Cross Browser Scrollable Link List

home.att.net/~JCB.BEI/Dreamweaver

Is your link page less well-designed than your other pages because of lack of space? Or do you like cramming vast amounts of info into a small space? Well, worry no longer, because this superb behaviour from the Dreamweaver Supply Bin should solve the problem. It automatically inserts a list of links (all easily editable to include your own links) within a small space. Only a few of the links are visible at any one time, but by hovering your mouse above or below the list, it scrolls to reveal them all.

IE Add Favourite

http://home.att.net/~JCB.BEI/Dreamweaver

A sneaky behaviour this, but extremely good for reminding visitors who you are and where your site is. Simply download the action and drop it into the folder Dreamweaver/Configuration/Actions, and hey presto! You have a behaviour that automatically adds your page to your visitors' Favourites list (as long as they use *Internet Explorer*). Adding the site without permission is actually excruciatingly annoying for most, but if you feel that you really need to promote your site this way, then pick it up.

JavaScript Integration Kit for Macromedia Flash

www.macromedia.com/exchange/dreamweaver

Now this is what all free extensions should be made of. This little beauty comes straight from Macromedia and is absolutely essential for anyone using *Dreamweaver* and *Flash*. In a nutshell, it adds VCR-like controls to Flash animations, contains advanced client-side form validations, enables you to implement *Flash Player* detection on your site and tons more.

Nokia WML Studio

www.macromedia.com/exchange/dreamweaver

This crafty extension from the communications giant Nokia transforms *Dreamweaver* into a full-blown **WAP**-making machine. When launched from within *Dreamweaver*, the extension provides a graphical development environment for **WML**. It's extremely comprehensive, including a WML1.1 parser with visual error feedback, and a rather swanky preview function that emulates a Nokia WAP phone within your browser.

Replicator

www.macromedia.com/exchange/dreamweaver

A productivity-enhancing command that exactly replicates any single object. An excellent time-saving device, especially useful for replicating repeatedly-used icons or buttons.

Resolution Redirect

www.massimocorner.com

If you've ever designed a site specifically for viewers with a screen resolution of 1,024 x 768, only to find out that everyone is still viewing it at 800 x 600, this extension will be invaluable. It redirects visitors to different pages depending on their screen resolution so you're sure that they see your pages as they're meant to be seen, don't miss a thing and take in every element on your page.

WebAssist.com Dynamic Flash Charts

www.macromedia.com/exchange/dreamweaver

Dreamweaver 4 added some great new Flash-based tools to the application, namely Flash Text and Button tools. The guys over at WebAssist.com have obviously picked up on this idea and have subsequently come up with a great Flash-based extension of their own. *Flash Charts* enables you to create Flash-based charts directly within *Dreamweaver*. You have a choice of twelve types of charts to create, handy if you want to make an impression, ranging from bar to pie: the only downer is the asking price of $19.99. There is however, a free version enabling you to create bar charts only.

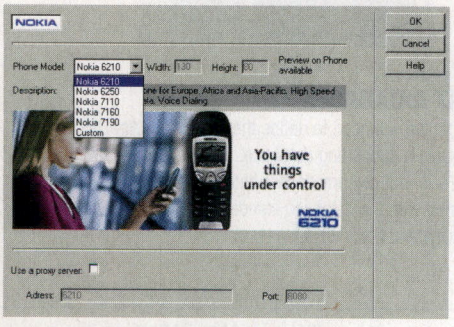
Web Kitchen

www.macromedia.com/exchange/dreamweaver

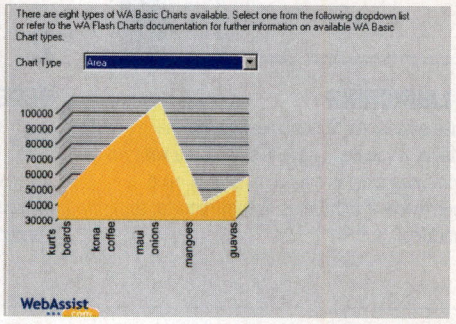
We could pull a few cookery-meets-design puns out the bag here, but it would detract from the sheer excellence of this commercial *Dreamweaver* extension and we don't think you'd be fooled anyway. Included are no less than 17 professional objects, commands and inspectors all aimed at making your Web designing and coding life easier. These include text tweaking tools, custom find and replace tools and more. The extension is available as a 30-day download, but if you're feeling rich, pick it up for $89 from www.matterform.com.

JARGON BUSTER

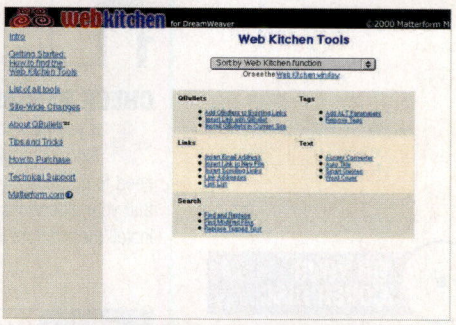
- **WAP** Wireless Application Protocol is the delivery technology for Internet content designed specially for mobile phones and handheld computers, which have far smaller screens than PCs do.
- **WML** Wireless Markup Language is the mobile Internet equivalent of HTML; the standards share much in common, but HTML editors like *Dreamweaver* can't currently open WML pages without help from a WML extension.



The *Nokia WML Studio* extension transforms *Dreamweaver* into a full-blown WAP development suite.



WebAssist.com's *Flash Charts* extension enables you to make 12 different types of chart from within *Dreamweaver*.



The *Web Kitchen* extension is one of the smartest and most versatile extensions around – time to splash some plastic.

With help from the right extensions, you can get great results on even the most complex projects without a hitch

Using extensions in UltraDev

IN BRIEF ...

Project skill level

1 2 3 4 5 6 7 8

What you need

- This project is designed for *Dreamweaver UltraDev 4*, although it will also work in *Dreamweaver MX*
- You need the extensions *Additional Flash Button Styles, ChromelessWin, Plugged-in, Recordset Navigation Suite, Text to SWF and Zero Page Borders*

Project time

60 minutes

LEARN HOW TO

- Define a Web site with dynamic links to a database
- Use extensions within *Dreamweaver* or *UltraDev*
- Link graphic files to file viewers on the visitor's own PC

Many good software programs these days support extensions, or plug-ins as they are also called. By providing a developer's **API**, the software houses can expand their product in a seemingly infinite way.

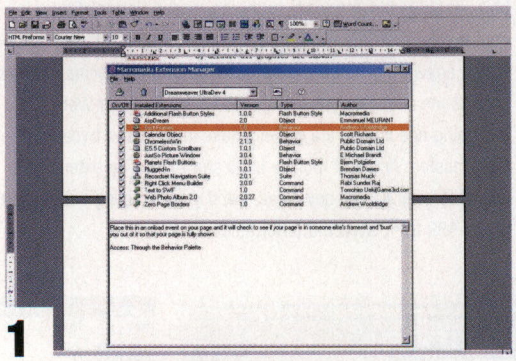
Both *Adobe Photoshop* and *QuarkXPress* have been enhanced this way. Each has a large number of extensions servicing a vast range of general and specialist requirements. Macromedia decided early on that its *Dreamweaver* product required this level of expandability and since version 1.0, many extensions have been created to work with either *Dreamweaver* or *UltraDev* – and we're going to use some of them here.

In this project, we explore a number of extensions and show how they integrate with *UltraDev* to make a graphics catalogue. At a basic level this should give you an insight into how these might enhance your Web pages.

As you build your catalogue, use *UltraDev's* Site Manager to create folders for storing the images and thumbnails. This might seem excessively organised but it's good practice. The folders are filled with the files in the catalogue, and the database with corresponding records.

While we're in the Site Manager, we also need to create two pages: one for listing the images and one for displaying full-size images. Once you've defined the site and created the database (see below), open the list page and create a query to return the Recordset we need for the album, with the fields 'pix' and 'thumbs' being calculated to add the folder paths to file names.

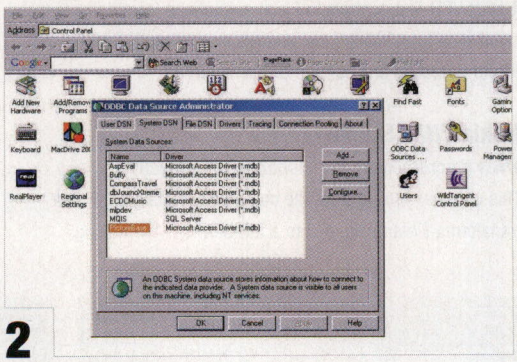
PART 1 LAYING THE GROUNDWORK



1

CHECK BEFORE LAUNCHING

If you want to use extensions, you will need to use the Extensions Manager. If you don't have this, then you will need to download it from www.macromedia.com. Bear in mind that your extensions won't work if *UltraDev* is already running, so install them before launching.



2

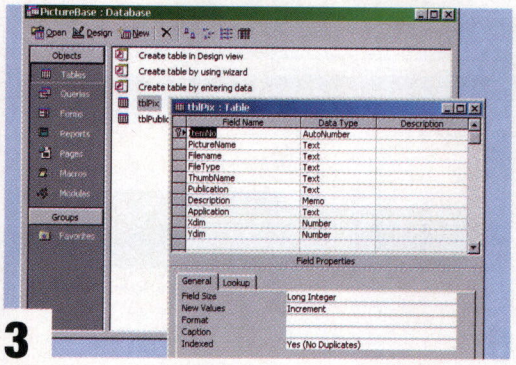
DECENT DATABASES

First we will need to define the site inside *UltraDev* and create a supporting database. For this we've used *MS Access 2000*, but use any decent database that can be manipulated with the database standard ODBC (Open Database Connectivity) and it will work.

ON YOUR COVER DISC

- Extensions for this project

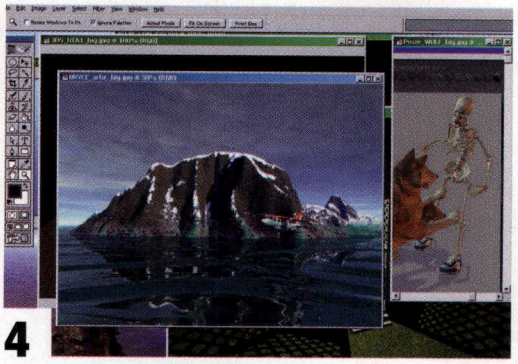
SEE ALSO You can download these and hundreds of other extensions at **www.macromedia.com/exchange/dreamweaver**
New to databases? Find out more about database-driven pages in "Creating dynamic Web sites", **page 62**



3

MAKING TABLE STRUCTURES

Once the site and ODBC link has been made, We'll need some table structures for data to live in MS Access. Our catalogue needs a table where we can record all the data relating to the images. Here we can store the name, description and all other descriptive data.

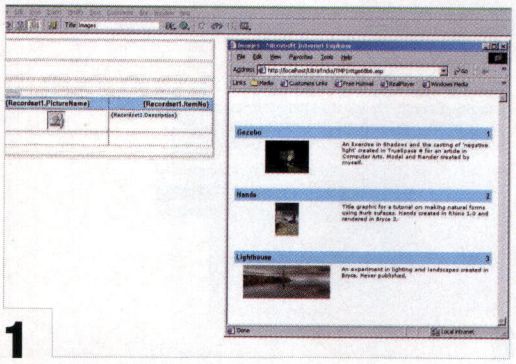


4

SAVING THUMBNAILS

We've used *Photoshop* here, to load all of the images and make thumbnails of them. The thumbnails are saved elsewhere under the same name, and the field in the database stores that name. This is required for *Flash* files, as their thumbnails are in fact still JPEG images.

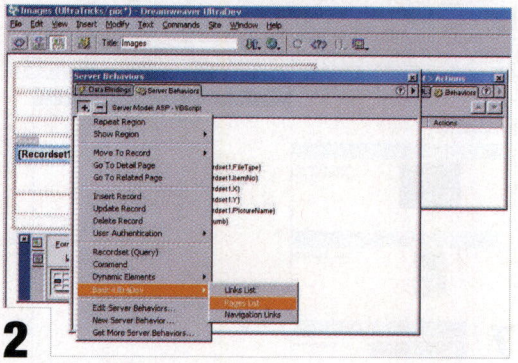
PART 2 MAKING A GRAPHICS SELECTOR



1

DISPLAYING THUMBNAILS

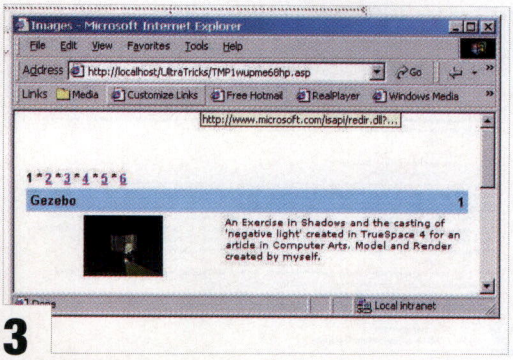
To make a graphics selector first create a table, then drop an image in it and link it directory to the thumbs field, so that it displays the thumbnail image. After adding a 'repeat' section to show more than one thumbnail. Now we are ready to use our first extension.



2

LINKING PAGES

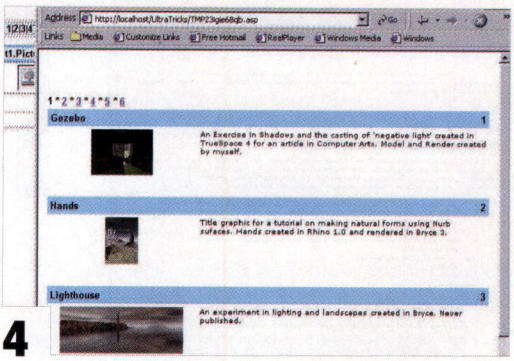
The first we come across the Page List extension by Thomas Muck. We're going to use part of a package called The Recordset Navigation Suite. This provides us a neat set of easily navigable page links and avoids the 'next/previous' stuff that everyone else does.


Images - Microsoft Internet Explorer
File Edit View Favorites Tools Help
Address http://localhost/UltraTricks/TMP1wupme66hp.asp
Links Media Customize Links Free Hotmail RealPlayer Windows Media
http://www.microsoft.com/isapi/redir.dll?...
1*2*3*4*5*6
Gezebo
1
An Exercise in Shadows and the casting of 'negative light' created in TrueSpace 4 for an article in Computer Arts. Model and Render created by myself.
Local intranet

3

ACTIVITY LISTS

And here's the end result of Page List's activity, with a star defined as the delimiter. Good isn't it. Any text character can be used, or you can select a specific graphic for this purpose. All that it requires is a 'repeated section' behaviour on the page to work.


1*2*3*4*5*6
Gezebo
1
An Exercise in Shadows and the casting of 'negative light' created in TrueSpace 4 for an article in Computer Arts. Model and Render created by myself.
Hands
2
Title graphic for a tutorial on making natural forms using Nurb surfaces. Hands created in Rhino 3.0 and rendered in Bryce 3.
Lighthouse
3
An experiment in lighting and landscapes created in Bryce. Never published.

4

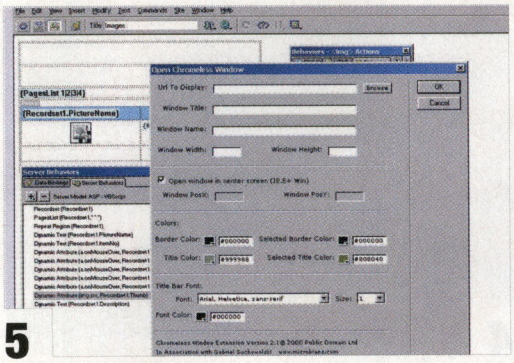
FILLING THE FIELDS

After adding a few more fields, the list page is almost complete. It's been set to display just three images on a page with the description, title and publication it was created for. Once the layout is complete, the borders will be set to 0 to make all the boxes disappear.

JARGON BUSTER

- **API** An Application Programming Interface is a set of guidelines that define how one element within a software program works. By publishing selected APIs for *Dreamweaver* openly, Macromedia has encouraged other developers to extend *Dreamweaver's* features through extensions.

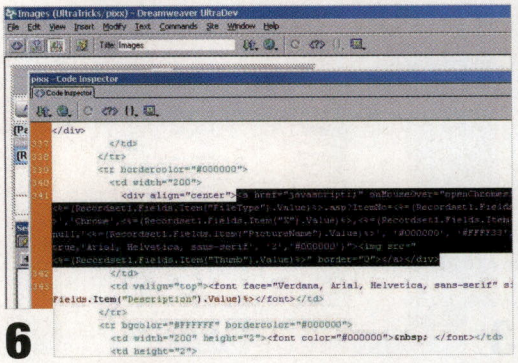
PART 2 MAKING A GRAPHICS SELECTOR (CONTINUED)



5

IMPRESSIVE VIEWERS

Now the thumbnail graphic is also going to be a link to a viewer page. We could add this as a straight hyperlink, but to make things more interesting an extension called ChromeLessWin will provide a much more impressive viewer page than a normal window.



6

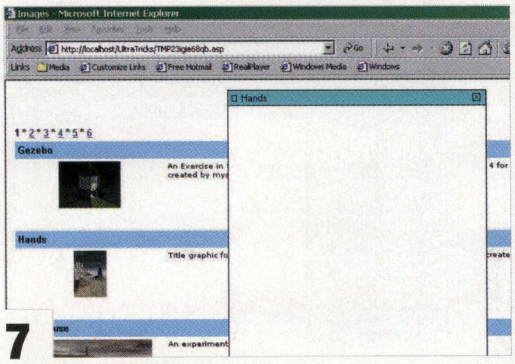
HAND-CRAFTED

The ChromelessWin control panel can't handle dynamic references of the sort *UltraDev* uses, so these must be crafted by hand. By doing this we can dynamically set the x/y size, title and even border colour. This can be tricky, because some items are text and others numbers.

PRACTICAL WEB TIP

ChromelessWin settings in UltraDev

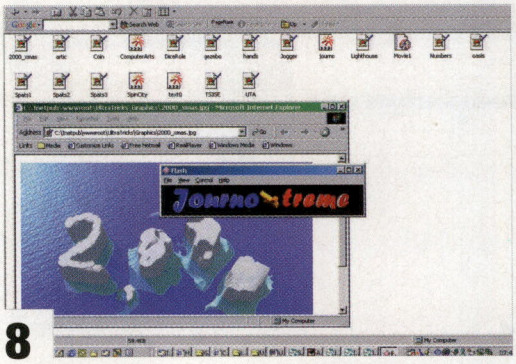
To add file viewers, name each viewer after the file type – for example, SWF and JPG. Then the hyperlink part of the ChromelessWin code is altered to make the URL it calls into a dynamic link, based on a filetype field from the database. When it's a JPG, it calls the JPG.ASP and so on.



7

SENSITIVE THUMBNAILS

Once we've finished, the thumbnail becomes sensitive to the pointer and launches a 'Chromeless' window when the pointer goes over it. It's a pretty stylish finish. This is pointed at the second page, which is currently showing nothing. Don't worry, we'll fix that shortly.



8

SAVING FILES

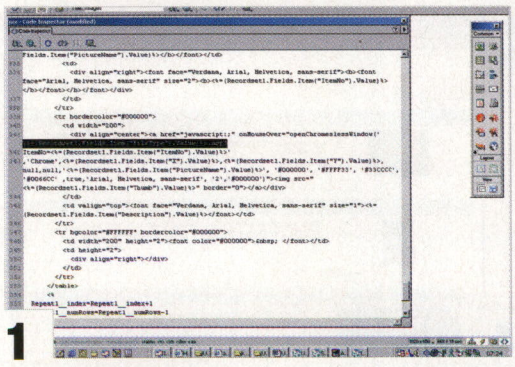
For this to be more versatile, we need the viewer page to contain some code. But first we need to address file types. In this demo, we have both JPEG and SWF files – we need to have a viewer for each and to be able to call the correct one as it's required. See the tip to the left for more details.

PART 3 MAKING A FULL-QUALITY VIEWER

PRACTICAL WEB TIP

Remove the page borders – fast

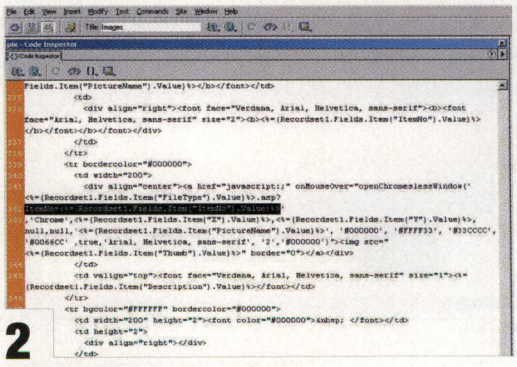
Because the viewing page is designed to fit snug to the image, it doesn't require a border. An extension called Zero Page Borders does this for us – it's not exactly rocket science, but it saves a little time.



1

REFINING THE QUERY

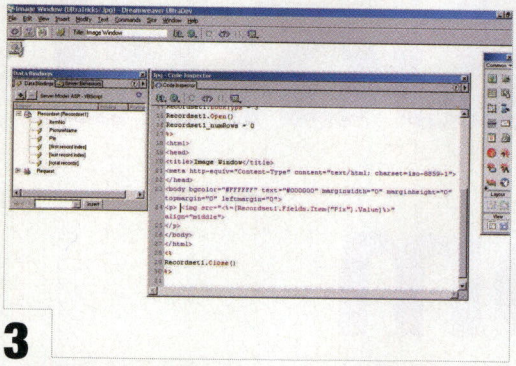
The ASP page for displaying the image is designed with the same Recordset query as the list page with a number of exceptions. Firstly the query needs cutting down so that it returns just three fields: ItemNo, PictureName and Pix, the folder modified version.



2

PASSING PARAMETERS

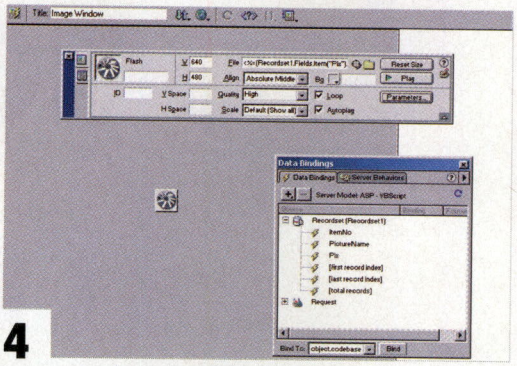
It also needs a mechanism for selecting just one image or graphic. To do this, we need to pass a parameter – that means define and specify – from the list page to the viewer page. In this case it's the 'primary key' field – ItemNo – which uniquely identifies the file we want.



3

DYNAMIC SELECTION

Selecting the viewing page is very straightforward. You'll discover that it has a single image object that is dynamically selected by the query that you send by ItemNo. You could also select it when you pass the parameters that you want to work with.



4

SIZE DOESN'T MATTER

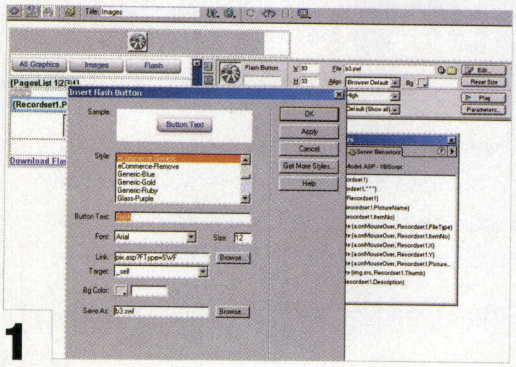
When saving the file to a SWF viewer You can call the SWF viewer at any size you like, because Flash movies rescale you can move the size up and down as you view. You could either put a specific size in the ASP page or do it on values stored in the database per file.

PRACTICAL WEB TIP

Automatic media downloads

Because we've used some Flash in the interface and catalogue, we need links to download these plug-ins. The extension Plugged-In adds links for *Shockwave, Flash, QuickTime, Liquid Player or ReaPlayer.* We only need to add *Flash* for this project.

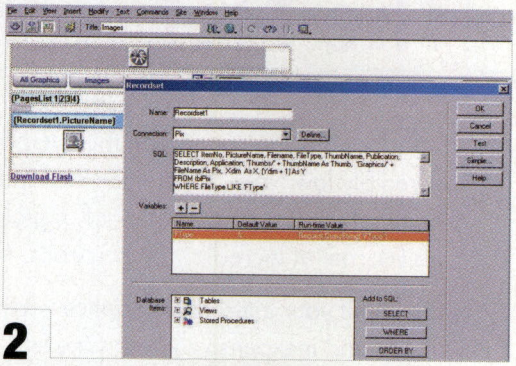
PART 4 FINISHING TOUCHES



1

FLASHY FINISHES

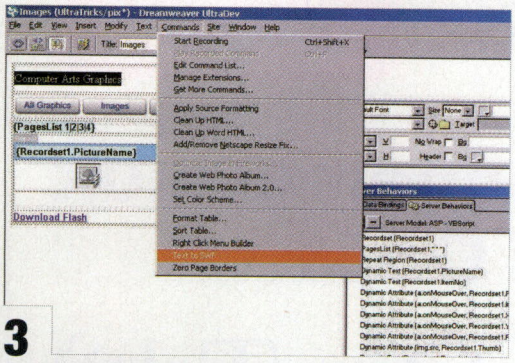
Flash buttons are a standard feature of both *Dreamweaver* and *UltraDev 4.* But one extension adds a range of new ones, which are generally attractive. The ones used here were designed for an e-commerce application, but they will serve for our purposes.



2

CONTROLLING PARAMETERS

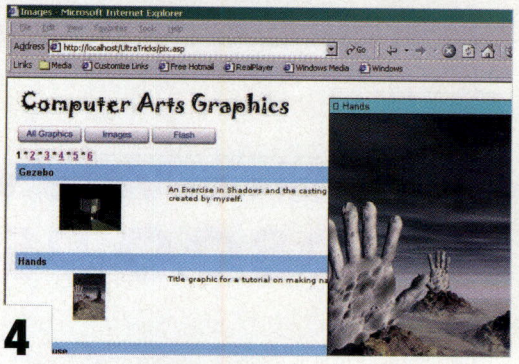
The buttons recursively call the page they are on with a parameter to control 'FType' – this is picked up by the 'Request.QueryString' and passed on to the database query that is modified accordingly. Setting 'FType' to '%' by default displays all file types.



3

REPLACE YOUR TEXT

A Flash logo always looks better than plain text. Luckily, we can make one from the other. Place and highlight the text, then use Text to SWF control to select font, size and colour for the Flash it generates. After it is produced, the output is is automatically linked back to the page replacing the text.



4

EXTENDING YOUR OPTIONS

The finished site uses a total of three pages, one small Access Database and a few *Flash* files make a complete graphics catalogue. If we wanted to extend it, we could add a text search page and even include the full animation with AVI and QuickTime capability.

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The Net without the holes

Broadband is the connection the Internet has been waiting for and is now available at incredibly low rates. Experience the vivid action of video games as you've never played them before. Track after track of digital music can be downloaded from anywhere on the Internet at incredibly high speeds. Chat on the phone at the same time if you like.

Why limit your Internet experience when you can expand to the benefits of Broadband simply and inexpensively with One.Tel?

- **Up to 10x faster** – than standard modems for instant downloading
- **Always connected** – no dial ups and instant e-mail
- **Use your phone at the same time** – like having a second phone line
- **No Internet call charges** – all-inclusive low fee
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Find all the software, tutorials and advice you'll need on the CD, to make the most of this issue of Practical Web Pages

On your Coverdisc

Welcome to a bumper *Practical Web Pages* coverdisc packed with everything that you'll need to get the most out of *Dreamweaver* and this magazine. We've included *Dreamweaver MX* on the Cd. You'll be able to try out all the tutorials on the CD using this software. It's Macromedia's latest Web design offering, packed with loads of extra new features. There's more to Macromedia than just *Dreamweaver* too, and to prove it, we've included trial versions of *Flash MX* and *Fireworks MX* - two highly rated Web design tools.

One of the best things about *Dreamweaver* is its expandability, with code add-ons, more widely known as extensions. We've chosen 100 of the very best, including extensions created by Macromedia themselves and put them onto the CD in a collection that is bound to include something that you'll find useful!

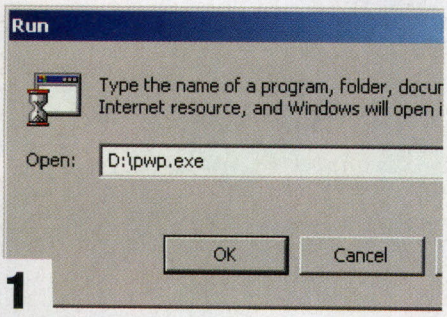
There's also a whole heap of software which we think complement *Dreamweaver* well, such as *Adobe PhotoShop*, one of the best pieces of image manipulation software available, and of course, the latest versions of Netscape and Internet Explorer, which you can use to test your Web site.

You'll also find files that we've used in our tutorials, as well as applications to help you learn HTML and official Macromedia tutorials for *Dreamweaver 4* and *MX*.

Enjoy the disc!

100 Dreamweaver Extensions
Includes Official Macromedia Extensions and 17 top Web Kitchen Extensions
TOP TUTORIALS
Over 110 Pages of tutorials to help you get the most from Dreamweaver
Everything you'll need to get started
The Complete Dreamweaver
Toolkit
PLUS Top tools for learning HTML & Dreamweaver Interface Improver
PLUS! DREAMWEAVER MX, FLASH MX & FIREWORKS MX TRIALS
PC/MAC Compatible

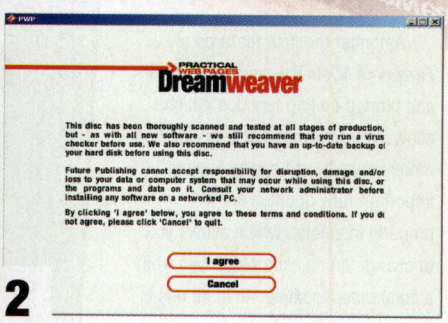
DISCOVER HOW TO USE YOUR COVERDISC



1

Start the disc

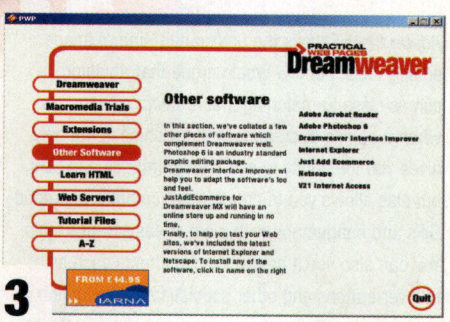
Insert the CD into your CD drive. It should run automatically, but if not, click Start, then choose Run and type D:\pwp.exe and click OK. If you're using a Mac, open the CD on your desktop and double-click the PWP Dreamweaver icon.


PWP
PRACTICAL WEB PAGES
Dreamweaver
This disc has been thoroughly scanned and tested at all stages of production, but - as with all new software - we still recommend that you run a virus checker before use. We also recommend that you have an up-to-date backup of your hard disk before using this disc.
Future Publishing cannot accept responsibility for disruption, damage and/or loss to your data or computer system that may occur while using this disc, or the programs and data on it. Consult your network administrator before installing any software on a networked PC.
By clicking 'I agree' below, you agree to these terms and conditions. If you do not agree, please click 'Cancel' to quit.
I agree
Cancel

2

Read the agreement

Wait for a few seconds and you'll see a set of conditions for using the CD. Please read them carefully and click 'OK' if you agree. You'll now be taken to a menu from which you can install the software on the *Practical Web Pages* CD.



3

Use the software

The software is split into sections, which you can visit by choosing a button on the left-hand side of the screen. You can then install software by clicking its name in the list on the right-hand side of the page. Can't find what you're looking for? Try the A-Z button on the left.

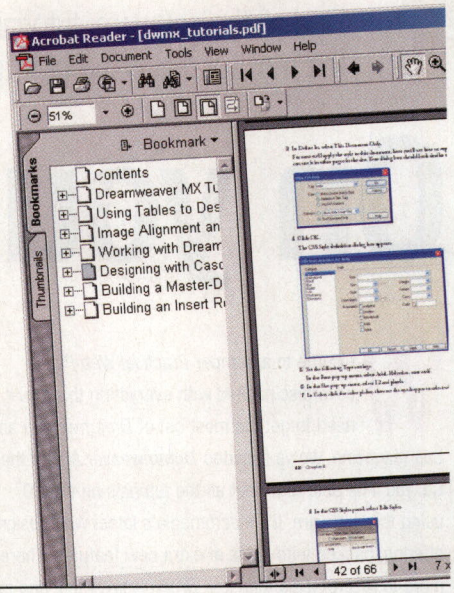
Tutorials

In the tutorials section of the CD, you'll find files that you can use to follow magazine tutorials. If you're using a PC, visit the tutorial sections of the CD and choose the relevant link on the right-hand side of the page. The folder containing the files that you need will pop up. On a Mac, open the CD on your desktop and you'll find the files in the tutorial folder.

Dreamweaver is a WYSIWYG (what you see is what you get) Web editor, which allows you to create great Web sites without needing to code. That said, it's well worth learning the basics of HTML, as it will give you extra control over your pages. To help you get started, we've included two basic HTML tutorials on the coverdisc, TeachMeHTML and WebBook. The latter is a PDF file, which can be viewed on both Mac and PC.

Last, but by no means least, we've included some fantastic Macromedia-produced tutorial files, which will give you a thorough grounding in using *Dreamweaver 4* and *Dreamweaver MX*. These PDFs will take you step-by-step through simple tasks such as using tables and more complex concepts, such as using cascading style sheets (CSS). Both tutorials have colour screenshots throughout, so you can see exactly what should be happening on your screen.

To view these or any PDF files, you'll need to install a free piece of software, *Adobe Acrobat Reader*, which we've also included on the disc.



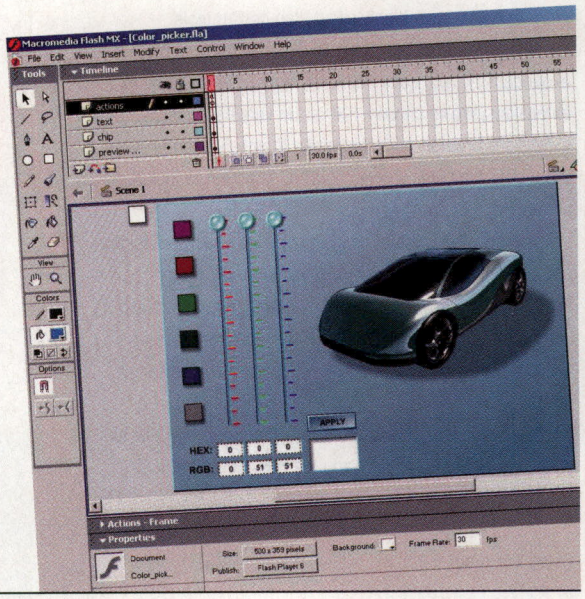
Flash MX

Macromedia's Flash has quickly become the industry standard tool for producing quality multimedia Web content. With *Flash* it's possible to create fantastic animations and games which are quick to download. Your Web site visitors will need a plug-in to view your creations, but since it's been included as part of the last couple of versions of Internet Explorer, you're guaranteed a massive online audience (455 million people at Macromedia's last count!)

One of the best new features of *Flash MX* is its ability import video files in a number of different file formats including Quicktime, MPEG and AVI. Best of all, you can manipulate all of these clips form the different formats with *Flash* and control them with the software's built-in scripting.

Another useful addition, and one familiar to *Macromedia Director* users, is the ability to link to external media, such as audio files and images. This is a really handy addition as it not only reduces Flash file sizes, but also allows you to make changes to your movie without having to re-encode it.

For a full list of the features that make up the new version of *Flash MX*, visit: **http://www.macromedia.com /software/flash/** where you can also see them in action.



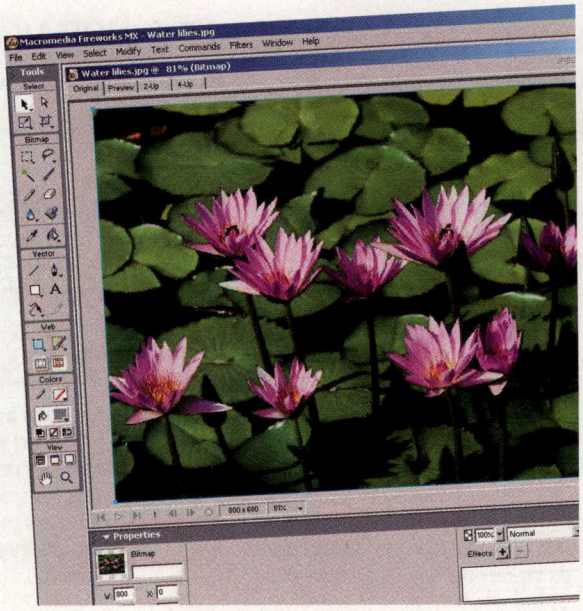
Fireworks MX

Adobe PhotoShop is the undisputed King of image editing tools, but few would argue that anything comes close to matching *Macromedia's Fireworks* when it comes to creating Web graphics. It not only gives you the ability to edit bitmap images and GIFs, but also allows you to create more complex animated GIFs and imagemaps with a set of easy-to-use tools. You can also use it create special effects such as rollover buttons and other sophisticated navigation. In this instance, *Fireworks* even creates the JavaScript code, which you can import into your HTML editor.

Fireworks has been written to integrate heavily with *Flash* and *Dreamweaver*, to complement the suite and makes it an ideal product if you're a fan of Macromedia's other software.

Amongst the new features of *Fireworks MX* is the modeless vector and bitmap editing function which allows you to switch between the two modes quickly and easily. Another important new addition is the property inspector, which allows you to change an object's properties from a centralised location. All in all this is an unmissable piece of software and you can try it for yourself now.

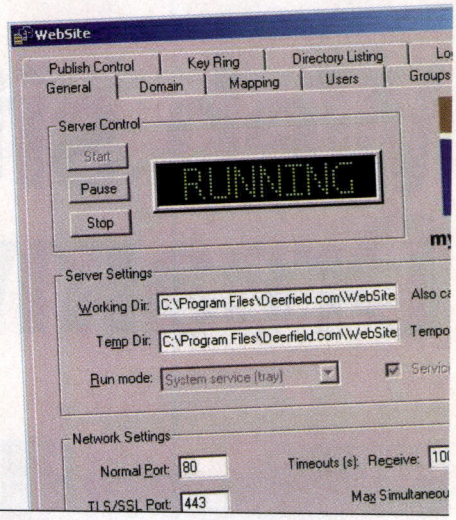
To get a complete list of *Firework MX*'s new features, visit **http://www.macromedia.com/ software/fireworks/.**


Macromedia Fireworks MX - Water lilies.jpg
File Edit View Select Modify Text Commands Filters Window Help
Tools
Water lilies.jpg @ 81% (Bitmap)
Original Preview 2-Up 4-Up
Properties

Servers

The Internet is a gigantic network of computers. Any network, be it Web or not, needs servers to hold data and take care of the serving of files and folders. It also manages permissions, or gives people access to the information and files to which they're entitled. So, why does this matter to you? Well, the server's abilities enable it to run CGI, ASP and other programs, which you can't normally run on a standard PC. Installing a personal Web server allows you to test these types of application in a Web browser without having to put upload your pages to Web space. You can also browse your Web site from a remote machine if you're logged on – great if you'd like to show your Web site to friends or colleagues.

We've included several different personal Web servers on the *Practical Web Pages* coverdisc, each with different features. Of these, one of our favourites has to be *Abyss Web Server* for Windows. It's very small, but has great functionality, supporting HTTP, CGI scripts, partial downloads, caching negotiation, index files and directory aliases. It also includes an easy-to-use remote Web management interface. And we haven't forgotten Mac users! *Telefinder* is a fantastic Personal Web Server for Mac OS, which includes loads of bulletin board functionality. Getting a Web server up and running can be quite a tricky business, so don't be afraid to consult the help files or developers Web site for more information.



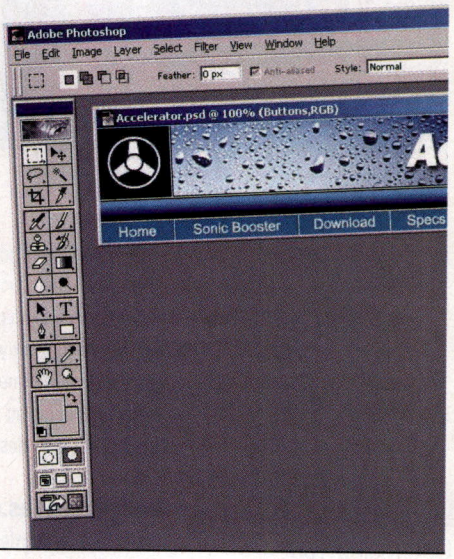
Trials

We've included some other excellent pieces of trial software on the *Practical Web Pages* CD, to help you get more out of *Dreamweaver*. *Adobe PhotoShop* is widely recognised as the image-editing tool of choice by design professionals. While *Fireworks* is packed with extra Web functionality, such as the option to output JavaScript code, it doesn't come close to *PhotoShop* in terms of its features or its power to create great-looking visuals to use on your Web site.

Adobe's Acrobat Reader software allows you to view Adobe's Portable Document Files (PDFs). These compact files can display text and images as you'd see them on a magazine page. A number of Future Publishing's magazines, such as *PC Plus* (www.pcplus.co.uk) make magazine pages available in PDF format from their Web sites. We've included Acrobat Reader as you'll need it to view a number of the tutorial files on the cover CD.

While Internet Explorer tends to be the browser of choice, Netscape still take a fair share of the browser marekt and this share can only improve with the news that AOL are ditching Internet Explorer in favour of its own Netscape browser. With that in mind, we've included the latest versions of both browsers.

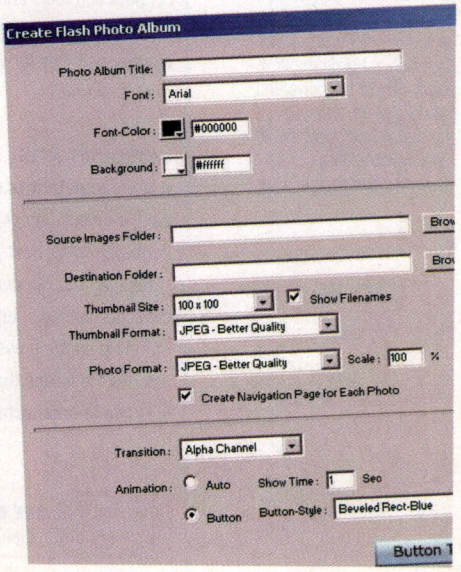
JustAddEcommerce is a plug-in designed to work with *Dreamweaver MX* and allows you to create a secure online store. This trial version is fully functional, but won't allow you process credit card information – you'll have to upgrade to the full version for that.



Extensions

Extensions are new features that you can add to *Dreamweaver*. Written by both enthusiasts and commercial organisations, most extensions are free although some have limited functionality and require a fee to unlock all of their features. With these you can embed video files, reformat tables and connect to databases, all at the click of a button. We've included 100 of the very best extensions available from Macromedia's Exchange site (www.macromedia.com/exchange), including some authored by Macromedia itself, such as *CourseBuilder* – a visual tool that you can use to create interactive online courses. As a special bonus, we've also included *WebKitchen*, a suite of Macromedia-approved extensions which will improve your site's accessibility, search rankings and make it look more professional. You can try *WebKitchen* free for 30 days, after which point you need to pay a registration fee.

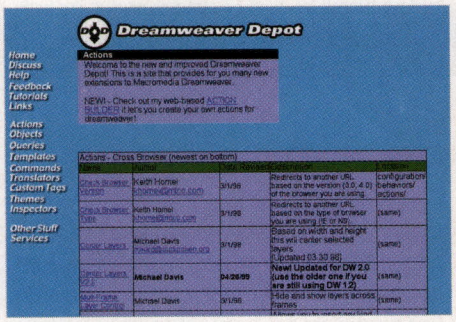
To use any of the extensions, you'll first need to install Macromedia's Extension Manager, which you'll find in the extensions section on the CD. To access the extensions on a PC, click the Extensions link on the CD interface and the folder containing the extensions will automatically open. If you're using a Mac, open the CD on your desktop and open the 'extensions' folder. Find an extension you'd like to try and simply double-click it. If you can't find the extension you're after try **http://www.macromedia.com/exchange/**.



Turnabout is fair play: take a break from creating Web sites and use the power of the Web to make yourself a better Dreamweaver user

Web sites for Dreamweaver

The online site for our sister magazine *Computer Arts* contains plenty of advice for Web design of a more creative stripe, as well as forums where you can exchange views with others.



There are masses of free stuff you can download from the Dreamweaver Depot, a great community-oriented site where anyone is welcome to make a contribution.

Whatever your level of expertise is, DreamweaverSites.com has something for you. Start with the tutorials, then bring new ideas into your work with the selection of templates.

The Web is not the easiest medium in the world to conquer. Luckily, those in the know have had the good sense to share their knowledge on the Web itself – and we're here to point you in the right direction. Visit these sites for loads of free information on *Dreamweaver*, with tutorials and projects to help you learn the program's features better, plus tools and tips for Web design.

PRACTICAL WEB TIP

Optimising your images

You can check all sorts of statistics at TheCounter.com, including the most popular browser and platform, how many people turn Java and JavaScript off, and what resolution and colour depth users choose. Visit www.thecounter.com/stats

Bellsnwhistles.com

www.bellsnwhistles.com

Building your Web site can demand a great deal of resources, such as graphics, applets, programming help, music files, construction tools and heaps more. This site is the definitive starting point for building your collection of assets, with literally hundreds of files for you to download, try out and use absolutely free of charge.

Computer Arts

www.computerarts.co.uk

Well, if it isn't *Computer Arts:* sister magazine to **Practical Web Pages**, Britain's best-selling magazine for creatives, and parent of *Computer Arts Specials*. This is *Computer Arts* online – a stonking collection of news, tutorials, tips, galleries, forums and more. Catch up on the news at it happens, find the best tutorials, discuss the issues that matter at our new forum and find answers to your technical queries.

Dreamweaver Depot

www.andrewwooldridge.com/dreamweaver

The Dreamweaver Depot is a wonderful place to pick up tips, objects, behaviours, commands and virtually anything else *Dreamweaver*-orientated. There's tons of tutorials, a discussion board, and links to other worthwhile sites. It's just a shame it's not updated more often.

DreamweaverSites.com

www.dreamweaversites.com

A healthy amount of tutorials, design advice, templates and extensions can be found at the linked sites that are scattered around DreamweaverSites.com. All are of high quality, and the site ultimately lives up to its promise as "a place to learn and improve your Web design skills".

Dreamweaver Supply Bin

http://home.att.net/~JCB.BEI/Dreamweaver

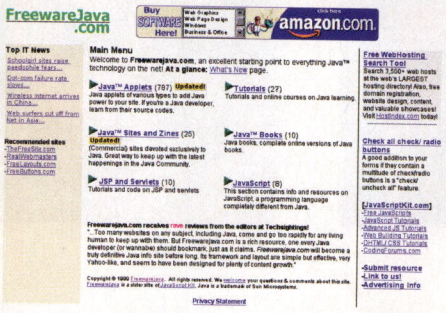
This is one of the Net's handiest little stores of pre-made stuff for *Dreamweaver*. Unfortunately the rest of the pages are garish to say the least, but the content kicks. There's a broad selection of objects and behaviours here, succinctly but jauntily described.

FreewareJava.com

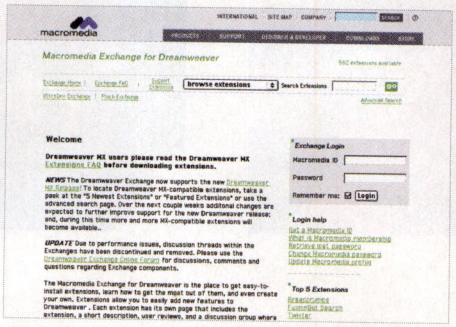
www.freewarejava.com

You can really add some excitement to your Web site using Java

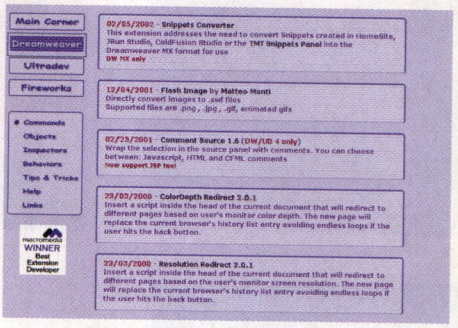
SEE ALSO Macromedia's own site has tips, projects, downloads and forums – start at **www.macromedia.com/dreamweaver**
When a Web site feature doesn't go far enough, why not read a good book? Choose from our selection on **page 95**



Not to be confused with JavaScript, Java applets can add a new dimension to your Web site. Help yourself to hundreds of free applets at FreewareJava.com.



If you want to extend *Dreamweaver's* features and have worked through our cover disc's 100 extensions, there's no better place to continue than the Macromedia Exchange.



If you've been using *Dreamweaver* for a while and want to stretch yourself, Massimo's Corner is full of useful add-ons that will challenge you in new ways.

applets, and this is certainly a great place to begin your search. It contains more 670 downloads for a start, not to mention links to Java e-zines, loads of tutorials, jobs and more besides. It's also a very clean, functional site to find your way around, making it a pleasure to visit.

Macromedia Exchange for Dreamweaver

www.macromedia.com/exchange/dreamweaver

From the home of *Dreamweaver* comes a truly amazing resource full of extensions and add-ons for the package. As it stands, the Macromedia Exchange for Dreamweaver is almost certainly one of the best resources for extensions and add-ons currently on the Web. If you have written one yourself, submit it today and make the site an even more fantastic resource.

Massimo's Corner

www.massimocorner.com

Massimo's corner of the Web may not look that spectacular, but it boasts a healthy number of useful add-ons for *Dreamweaver* and *UltraDev*. Commands, objects, inspectors and behaviours are all covered, along with tips and tricks – from inserting a *Shockwave* file into *Dreamweaver* to server behaviours. It's not a site for beginners, though: it's assumed you pretty much know what you're doing and why.

Optimising Web Graphics

http://webreference.com/dev/graphics

With so much dross on the Web, it's critical that your site loads before people lose interest and go elsewhere. The best way to do that is to optimise your images so that they're as compact as possible. This superb site is a comprehensive guide to the process.

SiteBuilder

www.sitebuilder.ws/design/dreamweaver.htm

A truly bursting resource, SiteBuilder is a place on the Web that any budding or established Web designer should look at at least once. It's full of tips, tutorials and links: there's even a search facility to help you find exactly the tutorial you're after, be it databases or DHTML.

Training Tools

www.trainingtools.com/online/dreamweaver4/index.htm

There are some awesome places on the Web that remain undiscovered – until one day an intrepid design nut finds them and tells the world. Training Tools.com is such a site. With an amazing amount of intelligent tutorials, all extremely well-written, this is one of the more engaging *Dreamweaver*-orientated sites on the Web.

The Ultimate Counter

www.ultimatecounter.com

So you want to add a hit counter to your site to see how many visitors you get? This is the place where you'll find what must surely be the Web's most popular counter service, with over 400 million counters in operation! You can use the basic service for free, and a small upgrade fee gives you more advanced options.

Webmonkey

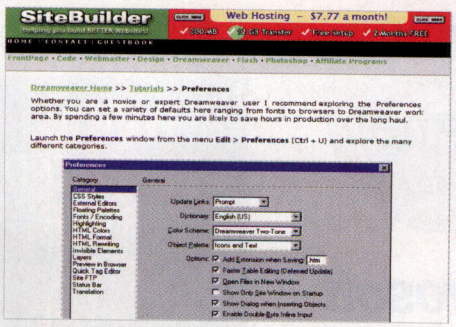
http://hotwired.lycos.com/webmonkey

The Webmonkey is notorious in the world of Web design for providing a remarkable amount of tutorials, tips and general advice on the sometimes incredibly tricky world of Web development. Anyhow, find out what everyone's talking about and pay a visit to his site – virtually every aspect of Web design is covered in depth.

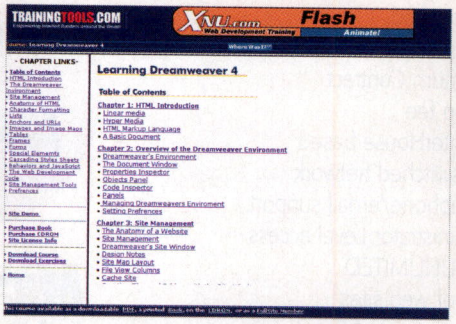
PRACTICAL WEB TIP

Make your site easier to use

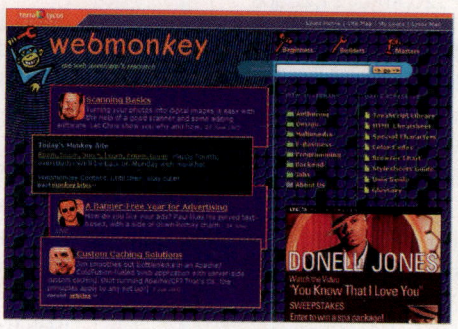
The Usability Methods Toolbox helps you test your site to discover how easy to use it really is, and offers tips to improve it. Go to http://jthom.best.vwh/net/usability



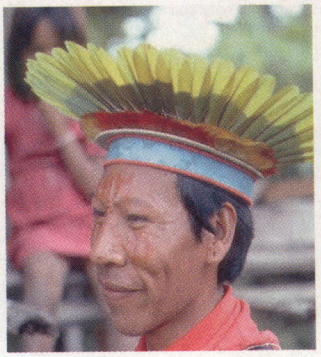
If you've never visited SiteBuilder, maybe it's time you did. It's crammed to the gills with tutorials and tips to make you a better Web site designer.

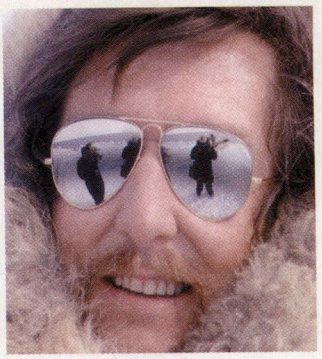


It may not be too well-known, but TrainingTools.com has a fantastic selection of projects and tutorials. Try it today – you never know, you might learn something.



It's funky, educational and it's got monkeys. You want more? Webmonkey has advice and projects for creating Web sites and working with the technical detail behind a good site.





Many People, One World, **One Host.**

Web Hosting

Dedicated Servers

eCommerce

Domain Name Registration

SHARED HOSTING.
Home. 100Mb £60pa
Commerce.
200Mb: ASP, SSL
£18pm or £180pa
Reseller.
Host Unlimited Domains
ASP, SSL
£45pm or £450pa
Enterprise.
Mirrored, load-balanced
Servers1000Mb
£120pm or £1,200pa

Features
Microsoft Windows 2000/NT based
Web Services running IIS
Web Based Control Panel
Microsoft FrontPage 2002
Server Extensions
FREE Domain Name Registration
or Transfer
30 Day Money Back Guarantee
FREE dial-up access
Telephone/EMail Technical Support

DEDICATED HOSTING.
Gold
600Mhz, 128Mb, 10Gb Drive
£200pm or £2,000pa
Diamond
700 Mhz, 256Mb, 2x9Gb SCSI
£300pm or £3,000pa
Platinum
850 Mhz, 512Mb, 2x18Gb SCSI
£400pm or £4,000pa

Features
Microsoft Windows 2000
Server Powered
Same day set-up
No Minimum Contract
No Set-up fee
Secure InterHouse based
100mb switched network
24hr telephone/email support
Full Administrator Level access
Host an UNLIMITED
number of web sites
Web-based Control Panel
Domain Names from £5pa

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WIN A DEDICATED SERVER ENTER ON-LINE

Now it's time to extend your *Dreamweaver* knowledge even further with this selection of guides to learning effective Web design

Dreamweaver training books

Dreamweaver 4 For Windows And Macintosh Visual QuickStart Guide

Building on its earlier editions, this Visual QuickStart guide covers all the familiar territory of *Dreamweaver 3*, as well as illustrating version 4's new features, such as Table Layout mode and new toolbar. Chapter seven, which looks at how you create Flash text and buttons within *Dreamweaver*, lets you flex your muscles with Flash design.

JavaScript increasingly plays an important part in modern Web site design. *Dreamweaver*, ever the designer's friend, offers JavaScript debugging as part of its new features. You can learn the basics of adding JavaScript-based behaviours to your pages here, and also see how *Dreamweaver 4* keeps a watchful eye on your coding.

As this is a Visual QuickStart guide, it follows the established conventions of the other books in the series. A two-column design is used throughout, with numbered steps and well-chosen screen images supporting key points. This makes it incredibly easy to find answers to your questions. If you have just thrown away the bundled *Dreamweaver 4* manual, do yourself a favour and get hold of a copy of this book. Useful both for learning *Dreamweaver* and for reference afterwards, this guide will equip you with all the essential skills needed to operate *Dreamweaver* and more besides.

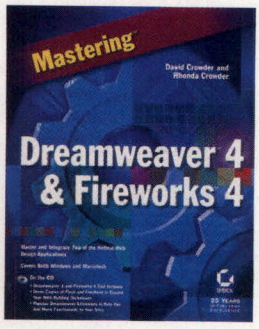
DETAILS

- Written by Tarin Towers
- Published by Peachpit Press
- £16.99
- ISBN 0201734303

Rating

1 2 3 4 5

Mastering Dreamweaver 4 And Fireworks 4



Two thirds of this manual covers every aspect of the *Dreamweaver 4* interface, with the remaining third taking a close look at *Fireworks 4*.

Like many of the books here, it assumes you have a fair degree of Web design knowledge already – the emphasis here is on how to benefit from these two applications. Read sequentially, the manual increases your knowledge one step at a time, with each chapter becoming more complex. By the end of part three, you should confidently be able to handle *Dreamweaver's* libraries, templates, tables, forms and frames.

However, if you don't use *Fireworks* as a graphics package, then you probably won't refer to the last third of the book at all, but *Fireworks* users will appreciate the assistance. As with the *Dreamweaver* chapters, the guide proceeds logically from showing you the interface to using features in combination. There's also help on integrating *Fireworks* with *Dreamweaver* to establish a smoother workflow.

With information on Cascading Style Sheets and how *Flash* integrates with *Dreamweaver*, this is a very competent manual that leaves no stone unturned.

DETAILS

- Written by David Crowder and Rhonda Crowder
- Published by Sybex
- £29.99
- ISBN 0782128912

Rating

1 2 3 4 5

How To Use Dreamweaver 4 And Fireworks 4

Don't be fooled by the graphical nature of this book. If you're a complete beginner and have never used either of these programs in your life, it's a good foundation in the arcane art of Web site design with *Dreamweaver 4*, and the production of graphics with sister program *Fireworks*.

Each double-page spread teaches one feature of each program. The authors begin with how to define your new site – with a close look at the *Dreamweaver* interface and using online help – before moving on to how to enter elements onto your Web pages, including simple text and basic animation. Bold graphics with numbered steps make up most of the spreads in this book, and hints and tips are included are on each page. Excellently-produced screen images show the reader precisely where they should be and where to click on the screen.

Part 15 makes the transition to *Fireworks*, revealing the key features of this integrated graphics package to the reader. This section shows how to create buttons and other navigation aids, as well as how to work with layers and frames, and the all-important optimisation of images.

Overall, this manual is worth a second and third look. Don't discount its visual style as dumbing down: nothing could be further from the truth.

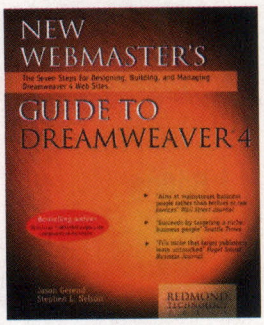
DETAILS

- Written by Lon Coley
- Published by Sams Publishing
- £26.99
- ISBN 067232041X

Rating

1 2 3 4 5

New Webmaster's Guide To Dreamweaver 4



This book will appeal to anyone who doesn't want to become a *Dreamweaver* expert, but would like to use this industry standard package to build a professional-looking Web site.

The sub-title is 'Seven Steps To Designing, Building And Managing Dreamweaver Web Sites.' Refreshingly for what's essentially a software manual, you don't actually begin to design any pages until section three, by which time you'll have sorted out all the elements, such as any images you want to use, and will have a clear view of your site plan.

Section four has instructions on setting up file and folder structure for your new site, as well as how to configure *Dreamweaver* generally. This section should be read and read again until you have a firm grasp of these conventions. The perfect manual for non-designers.

DETAILS

- Written by Jason Gerend and Stephen L Nelson
- Published by Redmond Technology
- $24.95 (£16.65)
- ISBN 1931150052

Rating

1 2 3 4 5

Dreamweaver 4 Weekend Crash Course

Is it possible to learn *Dreamweaver* in 15 hours? This book makes a valiant attempt to help you do just that. If time is short, this manual presents 30 lessons that take you on, as the title suggests, a crash course.

Each lesson moves at a brisk pace. Hands-on tutorials explain how to build a simple Web site quickly and then *Dreamweaver's* other more advanced features are introduced.

At some point you'll also learn some HTML, because you'll need to look at the raw HTML code of your pages. Each chapter concludes with a review and a quiz that checks how well you've absorbed the information in the preceding chapter.

Overall, this manual will teach you the fundamentals of Web design the *Dreamweaver 4* way in a very short space of time. You may not keep to the allotted time frame but, if you can keep up, this is a fast but comprehensive route to proficiency.

DETAILS

- Written by Wendy Peck
- Published by Hungry Minds
- £15.99
- ISBN 0764535757

Rating

1 2 3 4 5

SEE ALSO Try an interface-oriented guide in *Dreamweaver 4 Visual Insight* by Greg Holden and Scott Wills; £29.99; ISBN 15766109240
Brush up on your use of dynamic databases with *Foundation Dreamweaver UltraDev 4* by Rob Paddock and Spencer Steel; £22.99; ISBN 1903450349

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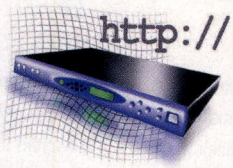

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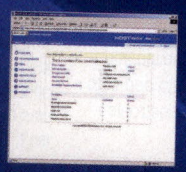

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You still haven't seen everything Dreamweaver has to offer... let one of Europe's leading online designers inspire you still further

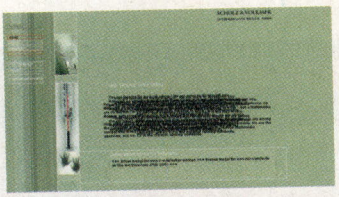
Truly Dynamic Web sites

One of the less well-known standards for creating Web pages is Dynamic HTML, a variation on normal Web coding that provides extra commands for making your pages more animated, more interactive and, well, more dynamic. If you're doing work with layers, JavaScript or CSS within Dreamweaver, you're actually using the DHTML framework – but there's much more you can do.

While some Web designers prefer to explore the interactive potential of Flash, designer Anick le Cerf of Design Plaza has made somewhat of a specialism in creating DHTML-based sites. "i thought it would be a bigger challenge," she says. "I really wanted to do something that hadn't been done before."

Dreamweaver provides all the tools you need to create your own DHTML Web pages, or to simply use a single component such as CSS. To show you what you can achieve with Dynamic HTML, Anick le Cerf takes you on a tour of some of her favourite Web sites that include DHTML content. Visit www.designplaza.net for more details about her work.

FIVE DYNAMIC HTML WEB SITES



Scholz Und Volkmer

Scholz und Volkmer is one of the big names in the German ad industry and specialises in multimedia campaigns, such as online promotions. Naturally it uses its own site to show just what it's capable of doing.

www.scholz-und-volkmer.de

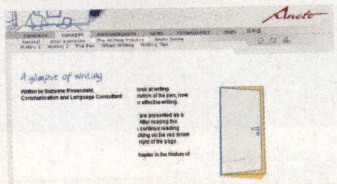
Anick says:
"I think this was the first DHTML site that I'd ever seen."

Seat Alhambra

This Spanish-based Web site showcases one of the latest car models from Seat. DHTML is to present a constantly moving framework of lines on the pages, lending the site a real kinetic energy.

http://alhambra.seat.es/

Anick says:
"And this one..."



Anoto

Anoto is the firm behind a new technology enabling you to write with electronic ink. You write with an Anoto pen onto treated paper, and the pen converts your words into electronic text you can immediately send via email.

www.anoto.com

Anick says:
"I really like the fading from the line drawing into the photograph. At first I thought it was done with Flash but it isn't. I also like the sliding text layers."

Bang & Olufsen

This firm needs no introduction to hi-fi buffs, providing the centrepiece to many a city loft. Here the use of DHTML gives the designers free rein to produce a site as cool and cutting-edge as the design of B&O's hi-fi systems.

www.bang-olufsen.com

Anick says:
"Nice and subtle usage of DHTML in combination with Flash."

Pop-up Girl

Anick's own Web site is an online scrapbook offering links to favourite sites and loads of personal thoughts and ideas, all presented with a highly individual design flair. And it's all done in DHTML, of course.

www.popupgirl.com

Anick says:
"I have new content in mind, so I need a new design. But I've been very busy and I want the new site to be perfect, so I keep postponing it."

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